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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG
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N64
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SMASH BROS
P72
Mario fights! Nintendo's first beat-'em-up reviewed!
ZELDA
Every last tip and secret revealed!
P100
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WELCOME TO



At 148 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!

Violence is golden.

It's not of course. Not real violence, anyway. But when you get to knock things about in a video game, well, you really can't beat it can you? Especially when the characters in question are Mario, Luigi, Link and friends.

Smash Bros is Nintendo's first-ever beat-'em-up and the first in the world to have four-player simultaneous action. We were a bit dubious about how it was all going to work at first (and whether we really wanted to see Mario kick seven shades out of Yoshi) but turn to page 72 and you can see that the Big N have come up trumps again. Ever since the game arrived it's been a non-stop fight-athon in the **N64** office – it's amazing we've managed to get the mag finished.

Warming us up for all this Pikachu-bashing has been *Hybrid Heaven*, an intriguing mix of RPG-style battles and 3D *Zelda* adventuring. Even after a week with the game we're still puzzling over the storyline – every hour or so's play threw up another dramatic twist in the plot. It's certainly going to be one of the game's of the year when it arrives in May.

Hopefully, you'll notice our all-new Planet Game Boy section, which Martin's been slaving away over for the past couple of weeks. The Game Boy Color has breathed new life into the system and there are literally hundreds of titles planned for it. We reckon it's an indispensable companion for your N64, especially when Nintendo bring out the N64-Game Boy link-up Pak.

Other great stuff this issue? Try our great search for Britain's multiplayer champion on page 52. Or the exclusive *Castlevania* review on page 78. There are loads of *Zelda* tips too, oh and an in-depth look at *Michael Owen's Soccer '99* – all in all, you've picked up another packed 148-page issue of the UK's best-selling independent Nintendo mag. Enjoy it.

JAMES ASHTON
(Flu-recovered and very much in charge) **EDITOR**
Watch it, Weaver.



Flip to page 146 for a full index of this month's contents! GO! GO!

N64 THE UK'S BEST-SELLING NINTENDO 64 MAGAZINE

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PLANET GAME BOY





FUTURE LOOK

Your first look at the *BIG* new N64 games!

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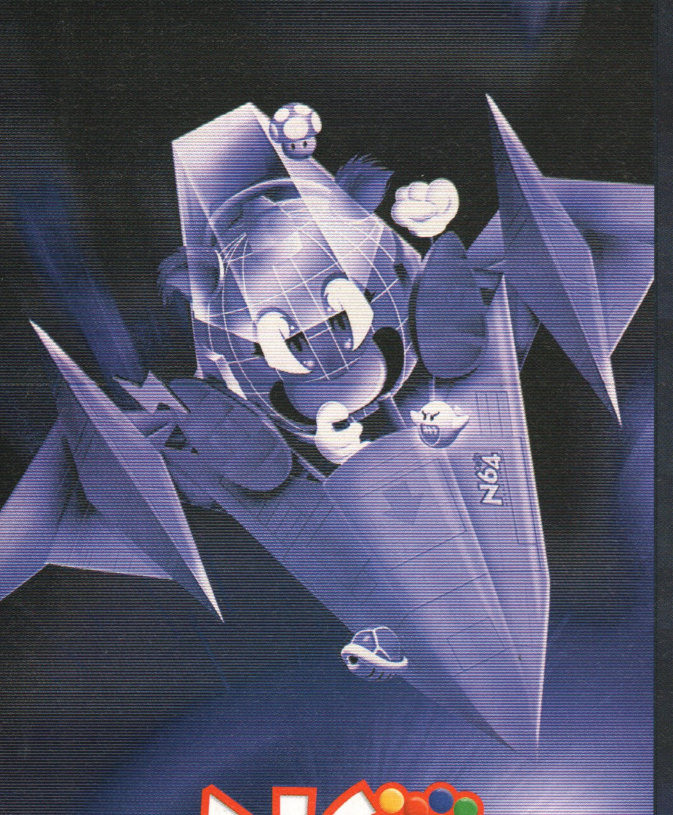



Club 64

The ultimate reader service.

Starts on page 93





N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!



WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16!



PREVIOUSLY IN N64 The last look we had at *Jet Force* was back in issue 21 – just after the game showed at London's ECTS trade show.

Five new screenshots and the World is supposed to be satisfied!?! The first *huuuuge* game of the year – it looks as if it'll be out in April or May now – is getting the kind of non-hype that Channel Five would be embarrassed about.

Part of the reason for Rare's low profile PR is that Nintendo of America always demand first dibs on any new game info. It seems that the offices in Redmond are slightly peeved that it's a UK firm – and not a company based in America – who are coming up with the goods game wise. When Howie Lincoln (NOA's big boss) sees the UK press getting hold of exclusive Rare information, he's straight on the trans-Atlantic hotline to give Rare a feisty lawyer-style ear-bashing. You'd think it'd be more productive for NOA to concentrate on actually producing some games themselves – still, they've got Midway in the mean time.

So new info on *Jet Force* is thin on the ground. A recent interview with the development team posted on Rare's web site (www.rareware.com) haemorrhaged a few details however, including some information on the two-player co-operative part of the game.

It seems that the little flying 'thing' constantly in the picture with the three game characters (twins Juno and Vela and their space dog Lupus) is a robot called Floyd. Rare weren't clear whether the little droid was a Navi-type inclusion à la *Ocarina of Time*, but they did say that the second player in co-op mode could take control of him and take part in the game.

It's unclear whether this means that the gamer playing as Juno, Vela or Lupus controls the movement through the level, while Floyd players content themselves with shooting. However, the only alternative to this set-up seems to be to have



Is that a space ship hidden in the background? "Not telling," said Rare. Cheers.

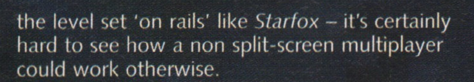
A boss? Or just a bigger baddie? Whatever it is, it looks like Blastoize from Pocket Monsters to us.

The first vehicle shot from Jet Force Gemini. Looks like a personal tank to us. We like it already.





Flying jetbike level. Space Harrier anyone? Bring on the dragons.



the level set 'on rails' like *Starfox* – it's certainly hard to see how a non split-screen multiplayer could work otherwise.

Other facts leaking out of Rare's compound concern the game's level structure. According to the designers there will be jetpack levels, puzzle levels, flying robot levels, multiplayer levels (of course), hidden characters and areas of the game that will only be available to one character with their individual special skills. It seems that you'll be able to switch between Juno, Vela and Lupus mid-mission to take advantage of these character differences – a bit like *Mystical Ninja* maybe?

Next month the the **N64** phone will ring and we'll be summoned to Rare's top secret offices to view the finished game. We'll have it all for you in the next issue – make sure you're there.



Dog in a tank. Crufty!

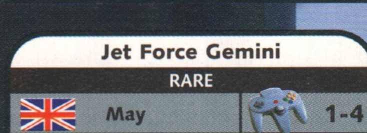
Juno models the sort of exo body armour Wil builds at home.



Cute. Gah! Still, be good to shoot holes in.

88 shots left on Vela's red hairdryer. Curly!

NEW PICS!



JET FORCE GEMINI

twin set's a pearl

TO BE CONTINUED... Next month we'll know for sure. We are very, very excited.





"You're the disease and I'm The Cure. Altogether now! Oh, I don't care if Monday's blue..."

Plenty of opportunity for camera-related tomfoolery.

Aboard the Titanic. Anyone got a lifeboat?

Freeze Gun. Perfect for kicking ice. Geddit? Oh...

Good extra detail. Like this free-flying bird, here. And realistic rain.

Pipebombs. Toss it at enemies and they explode into little pieces. Tidy.

I'm a firestarter! Twisted firestarter! Um, anyone seen my Mummy about?

Look at the poster. Clever digs are scattered throughout the game.

DUKE

The most surprising thing about *Zero Hour* is that – despite the switch to third-person – it doesn't actually *feel* any different to previous Duke games. Almost the moment the game kicks off, it's like you're playing the next level of *Duke Nukem 64*. Which is... *good*.

Certainly, Duke's aforementioned debut on the N64 was a tremendous, if overdue, slice of gun-filled fun, and *Zero Hour* is much of the same. Admittedly, things have been updated and refitted a bit – no more rubbish-looking 2D sprites, a better selection of weapons, larger, less linear 3D levels – but the basics of what made Duke games, well, *Duke games* is here: buckets of blood, pain-loving LAPD pigs, slightly dodgy enemy AI, and rubbish – but mildly tittersome – one-liners, including, "Your ass, your face, what's the difference?", "Ah, I'm sorry, did I break your concentration?" and "Rip 'em a new one!"

VISUALS *Visually the game is impressive – free from any fogging at all – and it makes full use of the Expansion pak.*

Being a third-person adventure – à la (sigh) *Tomb Raider* – you'd be well within your rights to expect plenty of Lara-style annoyance and fiddly button-nudging. But you'd be wrong. *Duke's* platform-leaping is limited to a few, very simple bounds and, much the same as the first game, the jump button is more concerned with getting you into goodie-packed nooks and crannies. Fortunately, in cases of tricky ledge-wandering, the camera is happy to show off its brilliance. Pressing your back up against a wall, for example, poses no problems to your viewpoint; unlike Core's breast-heavy trilogy and even GT's own (but not Eurocom-developed) *Duke Nukem: Time to Kill* on the PlayStation. Instead, Duke fades out (a bit like Ethan in *Mission: Impossible*) allowing you to fire as accurately as normal, just in first-person.

Visually, the game is impressive – free from any fogging *at all* (except when it's needed in the zombie-filled Victorian levels) – and it makes good use of the Expansion pak. The new 3D enemies are excellent too, particularly the undead, who you can blow in two with a shotgun and then watch as their top half crawls around, leaving bloody trails behind it. Top stuff.

The levels are interesting: the opening is strangely reminiscent of the first, city-based parts of *Duke Nukem 64*, but things soon chop and change, with post-apocalyptic, western, Victorian, highlands and space-set sections, as well as a few mickey takers like a tremendous Titanic take-off. If there's one problem, it's that some of the puzzles – mostly involving the location of keys – can be a bit random, leaving you to search endlessly for a single item which you need to progress to the next part of the level. Perhaps a map would have helped.

Still, despite that, this shouldn't disappoint. It'll be clobberin' time next month...



No fogging at all. There's a lesson there for every developer.

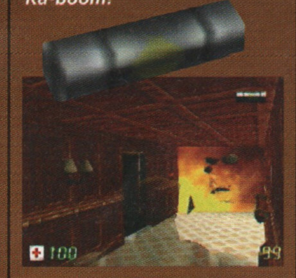
Not quite Clint Eastwood, is it? But, then, Clint never had a missile launcher to muck in with.

HARDWARE

These are a few our of favourite things...

pipe bomb

Carried over from the first game, lob these and set them off when you want. Ka-boom!



freeze gun

A bit like Turok's Particle Accelerator. Freeze them up then watch them explode. Mmm.



sniper rifle

Not quite as impressive as GoldenEye's version, but makes more mess on the walls.



night vision

Quite a lot of Zero Hour is in complete darkness. Whip these out to see better. And greener.



nuke gun

This sizzles with purple death. Charge it up, let it loose and everything dies. T'rific.





Duke Nukem: Zero Hour
EUROCOM/GT
March/April | 1-4
US release March/April

one swine day NUKEM zero hour

HARDWAR

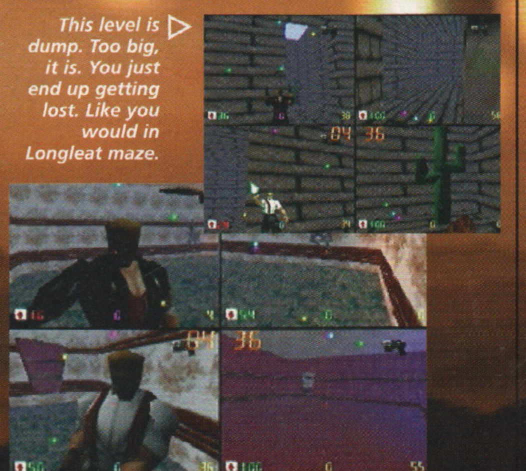
There's nothing like a wholesome multiplayer, especially if it's full to the brim with guns. And death. Fortunately, *Duke* delivers the deathmatch goods on both counts with nine specially created arenas, including one completely floored in ice, meaning you stand virtually no chance of hitting anything because you're constantly sliding around. Each player gets a different version of Duke – as seen in the game – and the arenas have been downsized from those in *Duke Nukem 64*, making it easier for everyone to find – and kill – each other. Aces.





△ Each of the four participants gets a different version of Duke. Cowboy Duke, there.

◁ Ooof. Blood. And plenty of it. There's a satisfying amount of carnage in-game.



This level is dump. Too big, it is. You just end up getting lost. Like you would in Longleat maze. ▷

"You want to kill me? Oh, you are a one. Oooh, this jacket is rubbing a bit". ▷

TO BE CONTINUED... We'll give this a good review-style going over next month.



N64 MAGAZINE

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Issue 26 March 1999

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Annual subscription UK Direct Debit £24 Cheque/Credit Card £29
Europe £37
Rest of the World £47
Subscriptions 01458 271124
Printed in the UK

Future Publishing — Your Guarantee Of Value

Next issue on sale
Monday 22nd March

OFFICIAL! Video games evil

Britain's newspapers attack video games once again.

If anyone doubted that the UK's tabloid press hates video games, a week of coverage in the last month of January provided irrefutable proof. The story concerned a two-year-old master Samuel Simpson who, according to the Daily Mail, plays *GoldenEye* ten hours a day, yelling "die" as he shoots another 'video game enemy'.

Samuel who, from the pictures included with the article is the first person in the World to play *GoldenEye* using the D-pad and analogue but no buttons (least of all the Z trigger) has, apparently, been hooked on the game since he was 18 months old. Disregarding the fact that to achieve mission objectives such as "Install covert modem", "Photograph satellite" and "Obtain staff casualty lists" Samuel must have a reading age at least ten years ahead of his 24 months, the Mail spends most of its fact-filled article berating Sam's parents for letting him play on the N64. "How could any parent be so irresponsible?"



This little two-year-old boy spends ten hours a day playing video games. How could any parent be quite so irresponsible just to keep him quiet?

"He's only quiet in front of the screen"

In another display of research, The Mail also state that Mr and Mrs Simpson intend to buy 'a portable version' of *GoldenEye* to take on holiday, this being the portable version as yet unknown outside the Daily Mail, presumably. However, a slip such as this is understandable from a paper who seriously believes that a child of two could play a complicated computer game for ten hours a day – more time than most two-year-olds are awake.

Not content with wasting their readers' time with their page of misinformed, judgmental and patronising drivel, the Mail also saw fit to harass a psychologist for a quote – probably dragging him away from something important. Sam should play for no more than two hours a day opines the good Doctor Griffiths, and then only on 'Educational' games – nothing that will warp his moral development.

That people write this sort of crap is bad enough. That people might believe it is as depressing as another article about Lara. As far as the mainstream press are concerned, if you play video games there's something wrong with you, and if there isn't, there soon will be. The sad fact of the matter is that the whole Simpson story has been warped and abused purely to fit the tabloids' prejudiced little agenda. You'd think with more than four million PlayStations and N64s in the country, and more than double that number of gamers, they'd have a bit more sense.

SHORT CUTS

METAL GEAR N64?

In a recent interview with the Imagine Games Network – **N64** Magazine's sister Internet magazine based in America – a spokesmen for Konami had some mixed tidings for N64 owners. The bad news is that the N64 version of Konami's much-loved *Contra* series has been canned. However, when it came to the possibility of an N64 version of *Metal Gear Solid* – one of the PlayStation's finest titles – there was more to celebrate. Konami are keen to extend the *Metal Gear* brand and are seriously considering versions of the game for the N64 and Dreamcast.



COMING IN FOR THE COLD

A new live TV show from the BBC promises to re-launch video games' shaky television career. Called Sub Zero and airing on Sunday mornings at 10.55, the show is part quiz, part game show where a team of boys compete against a team of girls in a variety of 'high tech quests'. Viewers will be able to help the contestants by phoning or e-mailing advice. The price of failure for the losing team is banishment to the cryogenic chamber for the 'big freeze', so, you know, it *matters*.

Dex appeal

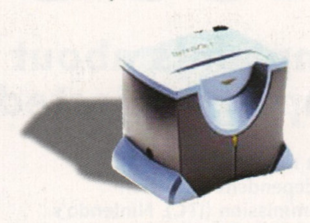
N64 grows a new peripheral but it's not from Nintendo.

The 64DD may be in a state of permanent hibernation, but third-party pad and steering wheel manufacturers, InterAct, have announced an N64 add-on of their own. Designed to work with Nintendo's controller paks, the Dex Drive allows gamers to download game saves onto their PCs. From here they can exchange saves with friends or download specialist saves from the Dex homepage, transfer them to their own controller pak and use them in game.



The Dex Drive is essentially a little docking port for an N64 controller pak, with connections to a power source and a nine-pin PC serial cable. Once hooked-up to a PC, software bundled with the drive allows gamers to catalogue their game saves, transfer them to and from the PC's hard drive and load other people's saves back onto their controller pak.

The Dex Drive has received a rapturous reception in the States, where it launched on the 2nd February. The feeling there is that it will allow games designers to increase the range of game customisation they can include. Options like *Top Gear Rally*'s paint shop (where individual cars can have their paint scheme redesigned) would be all the more appealing if gamers could download specialist paint jobs



from the games designers themselves, as well as exchanging their own saves with friends. Similarly, if a game was programmed with the system in mind, new tracks for racing games or new deathmatch arenas could be released by software publishers over the Internet. In this respect, the Dex Drive could provide the same sort of function intended for the DD, albeit with save sizes reduced from the 64 Megabytes available on a DD disk to 256K (0.25 Megabytes) on a controller pak.

No UK release date has yet been confirmed for the Dex Drive. We'll have a full review of a US version in the next issue.



We may never see the 64DD but that doesn't mean we won't get other N64 add-ons.

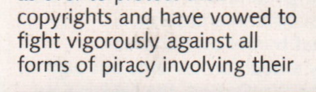


Pirates board N64

Dodgy emulation software puts N64 games onto PC.

Towards the end of February, the first N64 emulator was released onto the Internet. Available to high-end PC owners only, the amateur, unlicensed software allows PC owners to play up to 20 different N64 games on their PC, including *Super Mario 64* and *GoldenEye*.

Emulation enthusiasts normally concentrate on older console and computer formats that are now no-longer available. The arrival of an N64 emulator has shocked the games industry and provoked anger from Nintendo ensuring that the original emulator web site was closed down within a couple of hours of it going online. The big N are as keen as ever to protect their copyrights and have vowed to fight vigorously against all forms of piracy involving their games. While it remains unclear whether the emulator software itself *is* an infringement of copyright, the possession and distribution of game ROMs – the N64's game code transferred from cartridge to a computer's hard drive – definitely remains illegal.



Although the games running under emulation look impressive on a PC monitor, most require an analogue controller to work properly, something a PC keyboard is unable to reproduce. PC gamers remain delighted with the appearance of the emulator, though, as it finally allows them to play something other than top-down strategy games, infinitely dull flight sims and relentlessly cloned first-person shooters.



The arrival of the N64 emulator has little significance for N64 owners, a dangerous virus has already been released attached to some forms of the emulator with hard disk destroying capabilities and the problems with keyboard control ruins the design of some of Nintendo's finest moments. Still, the PC lot will do anything to get hold of a good game.







CORRECTION CORNER

In last month's review of the Gamester G64, we mistakenly printed the price of the steering wheel as £70. It's actually only £60. Good news, eh? Datel have also asked us to point out that the Action Replay Smart Version AKA Smart Import Cartridge is not a Datel product but an imitation. The company marketing the device are illegally using Datel's trademarks. Be careful.



TUROK CHEAT

Arriving in the office moments too late for inclusion in this month's Tips Extra comes this master code for Acclaims blood splattering *Turok 2*.

Enter 'bewareoblivionisathand' at the cheats screen for access to all the built-in cheats as well as the ability to walk to any level and any boss.

Considering that the fantabulous dino-slaughterer is one of the hardest games we've ever come across, the arrival of this code hasn't come a moment too soon. Thanks to everyone who e-mailed it to us.

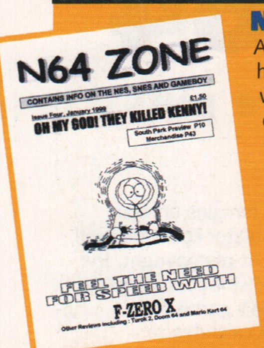
GAMERS WANTED!

Our good friends at Granada TV have asked us help them find some hardened gamers to assist them with a new TV show to go out on cable. If you're interested, get in touch with Rick Bronks at:
Granada Television, Atlantic Pavilion
Albert Dock, Liverpool. L70 1AD
Tel: 07970 602 763
Or e-mail rick.bronks@granadamedia.com

FANZINE FARM

You sent those spinal chords to the pie factory Jethro? Well, get on an exercise those fanzines then!

N64 ZONE



A hardy perennial in the upper fanzine field, N64 Zone has now reached issue 4. Editor Peter Jordan knows what makes a good fanzine – the sort of writing you can't get from mainstream magazines and plenty of it. As a result, N64 Zone stretches to a quota-stretching 44 pages in A5 and even includes a free games directory supplement and a 16-page tips guide to *GoldenEye*. Bargain!

• £1.50 sent to Peter Jordan at 4 Old Church Road, St Leonards-on-Sea, East Sussex, TN23 9HA wins you a copy of N64 Zone issue 4.

NGT



A mysterious one this. NGT is on its first issue and we're not quite sure what the title stands for. Still the 'zine itself shows promise with some nice touches like the games directory which just divides the N64's back-catalogue into Buy! Try! and Cry! Cut out the block capitals text (it sent our eyes spinning) and you've got a germ of a good 'un here.

• Chris Butterworth is the man in charge but we've got no contact details. Send us your address, man!

EXTREME CONSOLES



Extreme Consoles is back and it's now in colour! Phil Curry and Tony Mann are clearly having a stab at doing their very own mainstream console mag and good luck to them. There's a review of *Zelda*, a strong tips section and some predictions for the future that border on the over-optimistic. EC was originally a dual format 'zine but with 'nothing new coming for the PlayStation, the N64 is now its sole focus.

• £1.50 Cheques or cash to Philip Curry at 4 Pittfields, Langdon Hills, Basildon, Essex, SS16 6RD.

SUPER 64

Super 64
1st Issue
£1
Super Mario 64 – Is it the best video game ever?
Banjo – Is it possible to beat Mario at 3d adventures?
International Superstar Soccer – Plays a beautiful ball.
F-Zero X – Can you keep up?
007-Goldeneye – Golden game

Weighing in at 38 pages of A4, Super 64 is a weighty tome as fanzines go. Mostly text with a few artful pictures supplied by Art Ed Claire Bareford, S64 is another pop at a straight Nintendo magazine and might benefit from a few more features or quirky stuff to make it stand out a bit more from the crowd. Still, it's a good launch issue and we look forward to seeing the next one.

• Send £1 to James Smith, 5 Arundel Road, Peterborough, Cambridgeshire, PE4 6JJ and a copy of Super 64 will find its way back to you.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

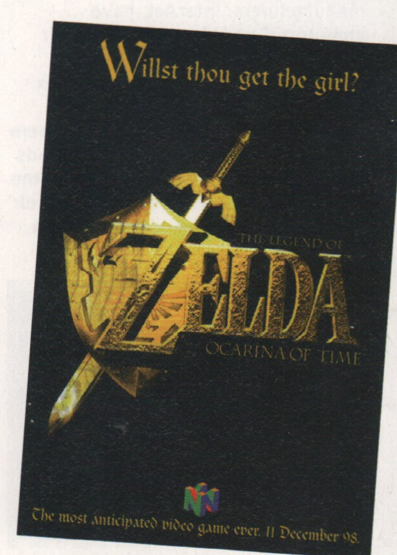
Zelda ad 'not sexist'

Complaints about Nintendo's ad campaign rejected.

In a recent ruling by the Independent Television Commission (ITC), Nintendo's TV ads for *Zelda* have been ruled not sexist. The Commission had received complaints from 72 viewers who claimed that the advert's central slogan "Willst thou get the girl or willst though play like one?" was unfair to girls.

In their ruling, the ITC stated that although they recognised the sexist overtones "such tongue-in-cheek treatments were unlikely to have the widespread negative affect that those who complained feared". Removal of the advert from the air was therefore deemed unjustified.

Zelda sold out in the UK within days of its 11th December launch date, becoming 1998's biggest-selling game. The television campaign was halted abruptly when Nintendo ran out of copies of the game to sell. With a new supply of carts established in the shops, Nintendo may well wish to start re-advertising.



Know it all!

Fantastic N64 Magazine *Zelda* guide arrives in the shops.

The official N64 Magazine guide to *The Legend of Zelda* has just arrived in the shops. With maps of every single part of Hyrule as well as a complete guide to finding and using every item in the game, it's an essential purchase for all budding Hyrulians.



The guide, written by members of the **N64** Magazine team along with a dedicated team of *Zelda* experts, is priced at £3.50 and features an exclusive Wil Overton poster of Link. Get to WHSmiths now!

DESTINY CALLING

Infogrames are currently looking at *Fighters Destiny 2* which is being prepared for them in Japan by Imagineer. Boasting some new characters and updated graphics, the game will use the same unique fighting system that distinguished the original from the common herd. No screenshots are available as yet, but we hope to have something for the next issue.

More games for '99

Titus, Take 2 and Paradigm announce new titles.

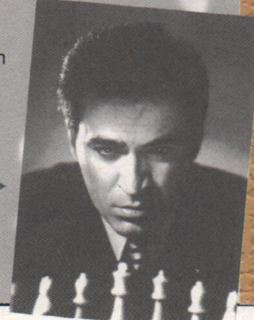


Titus – the French publishing powerhouse behind SNES classic *Prince of Persia* and the N64's first chess games – have announced two more games. *Top Gun* will be a licence from the legendary Tom Cruise speed-a-thon, and *Kasparov Chess* will be a follow-up to *Virtual Chess* with the addition of the all-important Grand Master endorsement.

Meanwhile, Take 2 – publishers of the sublime *Silicon Valley* – will be bringing *Monster Truck Madness* to the N64. The PC game originally designed by Microsoft will be given a full N64 workover and should arrive in July.

All the way from Paradigm – the US company behind *Pilotwings*, *Aero Fighters Assault* and *F1 World Grand Prix* – news reaches us that *F1* will get a sequel in time for Christmas. No more details are available, although we at **N64** Magazine would be amazed if the Expansion pak didn't come into play.

More news on all these new games as soon as we've seen some screenshots.



The legendary Kasparov will be endorsing a new chess game from Titus.

RETROWORLD

with Jason Moore

Back to a time when ET stickers were worth more than lunch money.

Believe it or not, there was life before electronic games. Once upon a time a handful of marbles were about as much fun as you could fit in a coat pocket. Perhaps the first version of handheld gamery can be seen in Tomy's huge range of pockateers, ball bearing based handheld games, often relying on clockwork motors and clever use of magnets to create imaginatively themed puzzles.

The progression to machines like Nintendo's Game & Watch may now seem obvious, but there is a relatively forgotten evolutionary stage in the development of the genre, the motor driven electronic game. There was a brief time in the late seventies when even producing simple LED based handheld games was very expensive, and so the boffins behind the pockateer developed a new kind of machine, a mixture of mechanical motor driven sprites and simple lights. These analogue videogames remain amongst the most collectable handhelds available and provide a valuable missing link between marbles and the Game Boy.



BLIP
Tomy

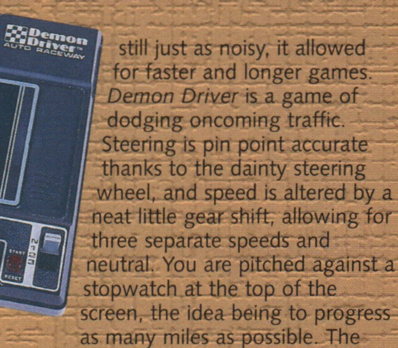
Created in 1977, Blip was one of the earliest handheld electronic games to sell well. Its familiar layout smacks of the later two-player LED games created by both Tomy and Epoch. The players are each presented with three buttons corresponding to the position of the bat. A large dial at the bottom of each screen allows you to wind up the clockwork motor, and the two serve sliders reset the scores for each player. If you hadn't already guessed, *Blip* is a handheld version of *Pong*.

Wind the motor and the game is starts. The only electronic part of the machine is a single red LED which represents the ball. Ingeniously, once in motion, this mechanical arrangement does manage to randomly choose one of the three landing positions on each side of the screen. Also, thanks to the real physical movement of the LED, the ball is super smooth. On the down side, the motor is noisy, and eventually you will memorise the ball's pattern. Overall though, *Blip* is a very compact, and surprisingly sophisticated, unit, and the batteries will last for years.

RETRORATING: 83%

DEMON DRIVER
Tomy

Driving games have always been popular with gamers. In retrospect you would have to argue that it was the realistic mini steering wheel that sold *Demon Drivers* to thousands. By 1978 Tomy had abandoned the clockwork motor in favour of an electric one, and while



still just as noisy, it allowed for faster and longer games. *Demon Driver* is a game of dodging oncoming traffic. Steering is pin point accurate thanks to the dainty steering wheel, and speed is altered by a neat little gear shift, allowing for three separate speeds and neutral. You are pitched against a stopwatch at the top of the screen, the idea being to progress as many miles as possible. The mile counter must be manually reset before each game. You drive down a dual carriageway and the cars approach at different speeds. If you stop, they even overtake you! Hit one, and a red explosion flashes under your car, and the mile counter is stopped as you try to get round it. To create two speed scrolling in a mechanical handheld is a considerable achievement. In typical Retroworld fashion, I ripped the machine open to find the whole thing uses two mini rolling roads to create the illusion of movement, and it's not until you see the machine running with the lid off that you realise how ingenious it really is. Overall, a lot technical effort to create what still remains a playable game.

RETRORATING: 79%

STUNT BIKE
Tomy

Turn *Demon Driver* on its side, throw in some barrels to jump over and you have *Stunt Bike*. The first thing you'll notice is the detailed bike sprite, which is ten times more impressive than in Epoch's later *BMX Flyer* – the tiny wheels actually go round. Like *Demon Driver*, you control speed with a gear shift control, though this time there are only two gears. The timer and distance counter are also the same, but instead of the steering wheel, you are given a jump button, with which to leap over the piles of barrels which scroll towards you. This is where the real difference between the games becomes apparent. *Stunt Bike* is super tough – misjudge a jump by a millimetre and it's the annoying accident sequence, consisting of you trying to shift your flashing and buzzing bike past the barrels with the pass button. In comparison with the others in the range, *Stunt Bike* is without doubt the most frustrating of Tomy's mechanical games, but still a considerable gaming achievement.

RETRORATING: 54%

Retrogames shop now open: 47 Church Road, Hendon, London, NW4 4EB Tel: 0181 203 8868



Updating you on the N64 games of the future

This month including:







△ The multiplayer mode isn't up and running just yet.

◁ Spooky maze time.

The same status displays as the original. △

GAUNTLET LEGENDS

MIDWAY	96M	 1-4	 May	 TBA

Twisted

Another early arcade multiplayer favourite is coming to the N64. Banish all thoughts of *Rampage World Tour* from your minds, though, *Gauntlet Legends* is a 3D update of the mid-80's classic and based on Atari's spangly new coin-op.

It retains the monster-bashing gameplay that made the *Gauntlet* series so popular, with a team of four characters – Warrior, Wizard, Valkyrie and Archer – travelling across the land of Ataria, whacking demons and searching for the hidden rune stones which will restore peace to the world. The Archer, a busty female, replaces the nasty green pixie from the original *Gauntlet* – hooray! (Just don't tell Link we said that.) The characters have different magic and fighting abilities, meaning that a two player team of Warrior and Valkyrie is much less likely to succeed than a Warrior/Wizard combination. Additional secret characters are discovered as you progress through the six worlds.

Unlike most N64 games, all four players use the same screen, meaning that cooperation is essential. If there are any disagreements about which direction to move, nobody will go anywhere at all. Since the levels are designed as bigger versions of the old *Gauntlet* mazes there's usually only one way to go, but, in our experience, the smart alec who chooses the Wizard always thinks he knows a shortcut. Shoot him. Teamwork is also required to defeat the huge bosses – the giant spider woman thing is excellent – along with a hoard of power-ups ranging from five-way shots to magical fire breath.

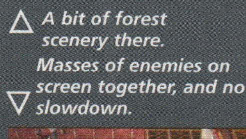


Like most new titles these days, *Gauntlet Legends* will use the Expansion pak for hi-res graphics. It's due out in the States at the end of May. 



△ The same hairdo as Paul!

▽ Tasteful floor tile action.



△ A bit of forest scenery there.

▽ Masses of enemies on screen together, and no slowdown.



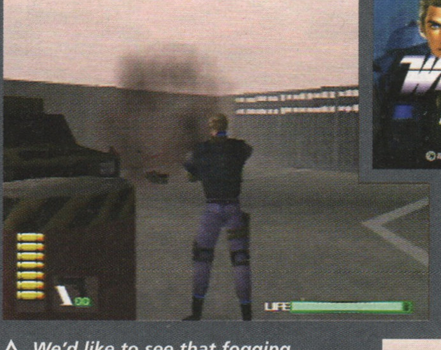


▽ 37% complete, but looking rather tasty already.









We'd like to see that fogging pushed back just a little further.

That explosion will alert every guard for miles around. Bad mistake.



Ta-daa! The title screen.

Strange two-player camera angle.

Whoops. Could be game over time here – no cover, and two deadly guards taking aim.



ledge

NEW PICS!

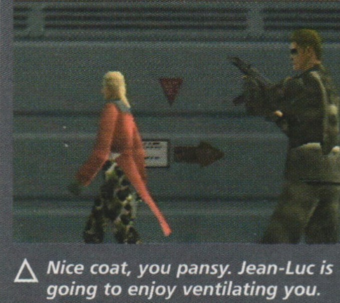
Nintendo's involvement with Koei's *WinBack* project looks like it could be about to pay off, if the latest batch of screenshots are anything to go by. The bigwigs at NCL decided that the game's promising stealth shoot-'em-up scenario represented too good an opportunity to leave in the hands of a first time development team, and sent their own N64 experts to offer advice and programming know-how.

The fogging hasn't been sorted out yet, but the deathmatch levels and cinema sequences bear the distinctive hallmark of Nintendo quality. The control system has been tweaked, with a more stable camera system allowing the main character – Jean-Luc Cougar – to hide behind a corner whilst simultaneously targeting an enemy with the R button, then leap out for a swift burst of laser-guided gunfire before ducking back out of harm's way again. The Z trigger is used to crawl under laser beams and the like, with Bottom-C locking Jean-Luc's position and freeing the rest of the buttons for yet more actions to show off his 400 motion-captured moves.

WINBACK				
KOEI	128M	1/2	Summer	Autumn

The weapons are all suitably 'real world', just like in *GoldenEye* – a range of pistols, machine guns, gadgets and explosive things. The multiple objectives also bear more than a passing resemblance to Rare's masterpiece, but more than anything, we'd say that *WinBack* looks like being the game *Mission: Impossible* should have been.

Pleeeease, let it be that good. Pleeeease.



Nice coat, you pansy. Jean-Luc is going to enjoy ventilating you.

What's the betting that the geeky one gets it first?

Player 2 is about to cop a nasty bit of cranial damage, courtesy of Mssrs Smith and Wesson.

Shoot first, ask questions later Jean-Luc. Ka-boom!

Oh, the poor unsuspecting fool...

Jean-Luc always does the morning school run in style.

GO! GO!





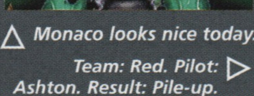
◁ Ignore the dodgy ghost hands.



△ It's replaytastic!



△ Monaco looks nice today.



Team: Red. Pilot: ▷ Ashton. Result: Pile-up.



MONACO GRAND PRIX

UBI SOFT	64M	 1-2	 May	 May

Frog Race

As the World gears up for the start of the 1999 Grand Prix series – and everyone except James makes alternative plans for Sunday afternoons – Ubi Soft are putting the finishing touches to *Monaco Grand Prix*, their follow-up to 1997's *F1 Pole Position*.

The good news is that the French company, who also have *Rayman II*, *Hype the Time Quest* and *Tonic Trouble* in development, have cured the problem that dogged *Pole Position*: horrific pop-up. *MGP* has the smooth horizon building of Paradigm's F1 game and includes 16 of the World's most famous circuits in all their accurate polygon-modelled glory.

But fans of accuracy will be disappointed to learn that the game has yet to acquire an official FIA licence, and it looks as if players will be stuck with made-up teams and drivers. Realising that this is a bit of a disadvantage, Ubi Soft have included a name editor for the drivers but not, unfortunately, for the cars. In comparison with *F1 World Grand Prix*'s accurate car liveries, the made-up teams of *Monaco* look a bit camp and, unfortunately there's nothing you can do about it.

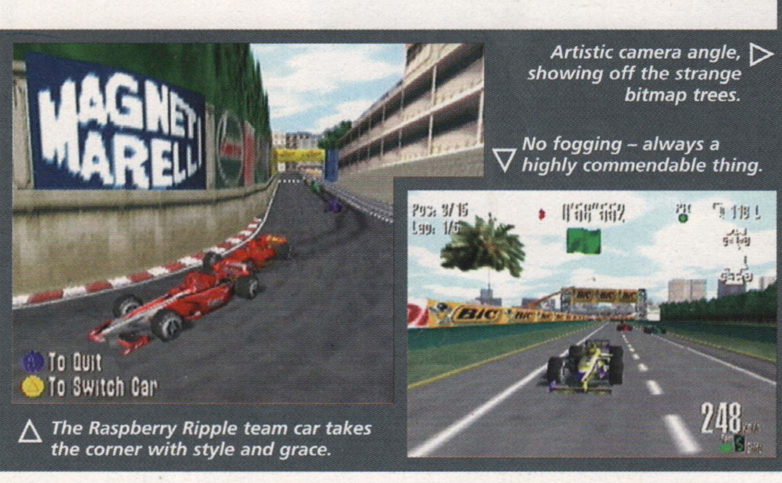
Window-dressing aside, *Monaco* also seems to need some work in the frame rate department. The cart we got to play with was definitely an early version which might explain why some tracks, like Monaco and Australia, zipped round at a perfectly acceptable rate, while others, like Brazil and Britain's Silverstone, seemed to be coming out of the N64 via a special treacle filter. An optimisation problem then? We hope so, five or six frames a second just isn't good enough.

Fans of twiddly-fiddly bits in games will be pleased to know that full car customisation options are available, and playing through a proper season allows Friday and Saturday practice to perfect your car set-up and register a competitive grid position. The interface for this part of the game isn't as slick as *World Grand Prix*'s, but the detail is definitely all there.

A lot can happen in the last few months of a game's development. In all honesty, a lot needs to happen to *Monaco Grand Prix* if it's going to have any chance of mixing it with Paradigm's 93 percenter. We'll have the full story in April providing nothing untoward happens.



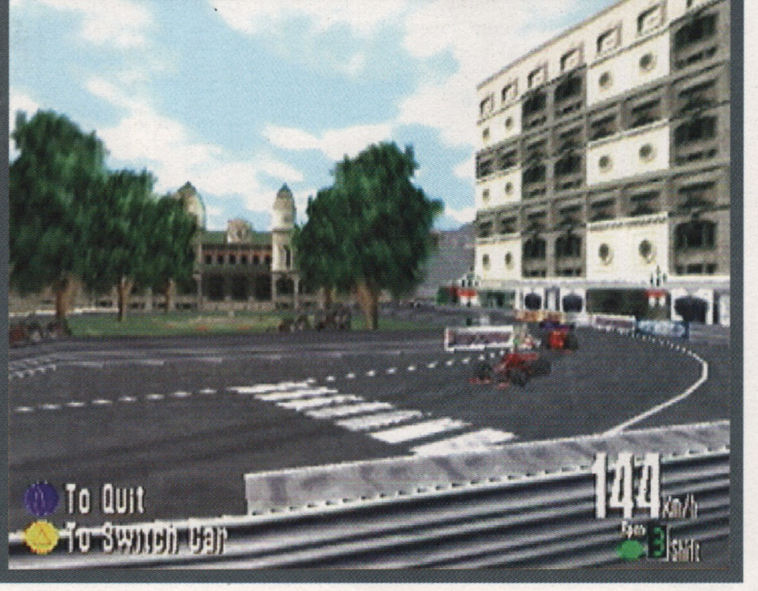
△ Stick James in a Formula 1 car and this is the result – absolute bloody mayhem. Someone better have brought a tin opener.

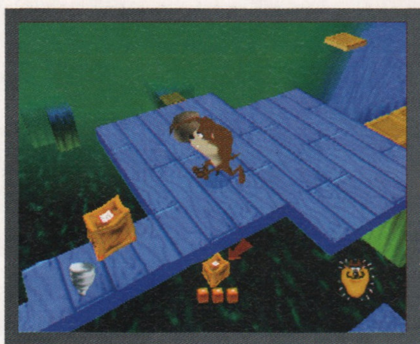


△ The Raspberry Ripple team car takes the corner with style and grace.

▽ No fogging – always a highly commendable thing.

Artistic camera angle, ▷ showing off the strange bitmap trees.



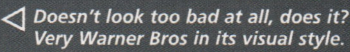




Where to now? Not the brainiest of brown things.

The smiling Taz face in the corner indicates all is well.





Doesn't look too bad at all, does it? Very Warner Bros in its visual style.

Hey, cartoon computers.



Taz, the freaky brown lump of fur.

Taz mania

TAZ EXPRESS

INFOGRAMES	64M	 1	 September

Everyone's favourite brown spinny cartoon character will make his N64 debut this autumn in *Taz Express*, a 3D platform game from the busy folks at Infogrames.

Apparently Tazmanian Devil has been pushed into a job by his better half, She-Devil. Fed up of seeing the fat brown one staying indoors drinking Jack Daniels all day, she found him a job as a delivery boy, transporting parcels across hazardous 3D levels.

What follows is, predictably enough, much running, jumping, climbing and spinning. Graphically it looks a cut above the average *Mario* clone, and the inclusion of a horde of other Warner Bros characters should help it stand out from the crowd. Wile E Coyote and Marvin the Martian are the first two characters confirmed to make an appearance along the way, and Infogrames promise that there'll be plenty more by the time the game is formally unveiled to the press later this year. More news in a couple of months' time.





It's Bugsy himself, astride a giant firework. Ride it, Bugsy.

Tweety kart

NEW PICS!

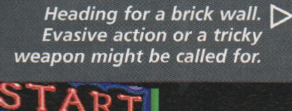
LOONEY TUNES SPACE RACE

INFOGRAMES	64M	 1-4	 Summer

A bad piece of character design in a multiplayer battle racer can leave a sour taste in the mouth – hence the divided opinions in the office regarding the merits of Timber's eyes and Pipsy's charms.

But if Mario and the gang aren't your thing (weirdo) there's only a limited choice of alternatives. Enter Infogrames, with a host of ready made Looney Tunes characters. *Space Race* pits cat against bird, furry thing against Martian, as Tweety and co hop on their rocket sleds and get stuck in to some comical racing japes.

With the cute combatants having proved enduringly popular for decades, Infogrames could well be on to a winner if they can get the balance of the gameplay right. Sylvester will take the Mario role of Mr All-rounder, with Tweety filling the light 'n' nippy Toad's boots, and Taz starring as the fat bloke. Interesting...



Heading for a brick wall. Evasive action or a tricky weapon might be called for.



Hopefully most of the tracks will be easier to see than this one.





So what's that battery icon all about then? You'll notice it in all the shots – we'll wager it's some sort of energy meter.



GO! GO!

The N64's first *Shadowgate* game is nearing completion, plus exciting news of a follow up...

Double Vision

SHADOWGATE 64 THE TRIALS OF THE FOUR TOWERS

KEMCO	128M	1	Spring	TBA

Kemco's eagerly awaited first-person RPG remains on course for its Japanese debut in a couple of months. *Shadowgate 64: The Trials of the Four Towers*, from the same team behind the original 1989 *Shadowgate* on the NES, continues where the original game left off.

Taking the role of the halfling Del, you must explore the four towers of the crumbling Castle Shadowgate. The evil Warlock Lord is hiding out here after escaping from the other-worldly prison to which he was banished after the last instalment of the game. What sets *Shadowgate 64* apart from traditional RPGs is its first-person viewpoint, as well as the puzzle-oriented action. If anyone remembers the strange FMV-based adventure game *Myst*, which appeared on just about every CD-ROM-based format a few years back, *Shadowgate 64* is probably the closest thing to it you'll find on cartridge.

Of course, *Shadowgate 64* is far more interactive than that, with a commendably non-linear approach to the puzzles. And, naturally, the castle is inhabited by all manner of creatures, some friendly, others thirsty for your blood. Hopefully we'll see exactly how well it all works in the issue after next.

We'll have to wait a bit longer to play the sequel though. *Shadowgate Rising* is scheduled for release towards the end of the year, and is set a few hundred years after whatever happens at the end of *Shadowgate 64*. Del and his chums are long gone, but nastiness still walks the land in the form of the abominable Kal Torlin. The only person with the power to restore order to Shadowgate is an as-yet-unnamed girl, awakening to the growing magical power within herself. *Shadowgate Rising* will use the same first-person perspective as its predecessors, although it's being coded by a different team.

△ Castle Shadowgate is in a sorry state of repair these days.

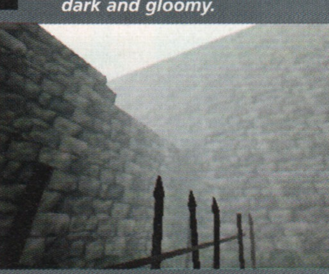


△ So how do we get up there then? Some lateral thinking is called for.

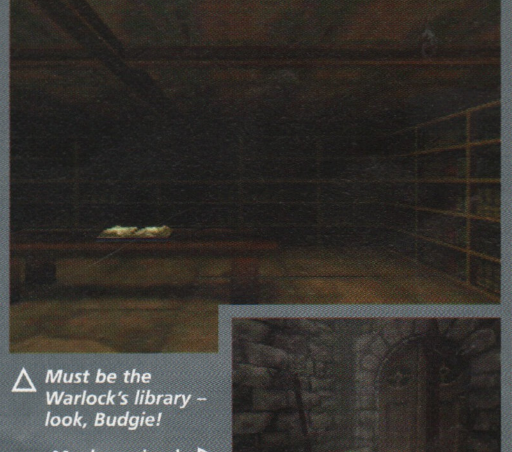
▽ "Where is the main character?" we hear you cry. Aha – it's a first-person game, like Turok 2.



△ The interior scenes are rather dark and gloomy.



Fogtastic stuff, but Del boy isn't scared of a bit of mist – he's a rock-hard halfling from Watford, guv'nor. ▷



△ Must be the Warlock's library – look, Budgie!

Maybe a simple knock will suffice to open this door. ▷



△ Hope that car doesn't fit through those big gaps.

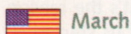
Remind you of anything? ▷

Raisin hell

NEW PICS!

▽ Not as nice as the arcade version, but still not too bad.

CALIFORNIA SPEED

MIDWAY	64M	 1/2	 March	 Summer

Basically a faster version of *Rush 2* with different graphics, *California Speed* is set to bring its own brand of wacky racing to the N64 later this month.

The game uses a new version of the *Rush 2* engine with the heavy fogging largely removed, giving a much clearer view of the track ahead. When we first previewed *California Speed* in issue 24 we questioned how well the arcade version's crisp visuals would translate to the N64, but it seems as if Midway have done a fairly decent job of it, even if it's unlikely to include the Expansion pak hi-res mode the game was crying out for.

The N64 version includes plenty of gameplay enhancements over the arcade original – more tracks, more cars, and lots more secrets to uncover. Each of the 14 tracks can be played in three extra ways – reverse, mirror, and reverse/mirror – as well as the standard 'normal' mode, so there'll be plenty of additional challenge once the game has been beaten for the first time. There are lots of vehicles to try out too, including 15 standard cars, ranging from nippy sports models to pick-up trucks, as well as a sprinkling of hidden ones like the golf cart and the Indy car.



Good karma

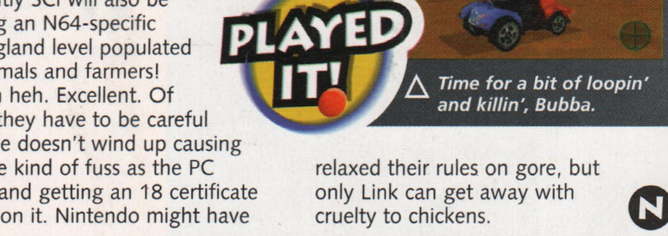
CARMAGEDDON

SCI	96M	 1/2	 April

We've had a playable *Carmageddon* cart in the office this month, and whilst it was somewhat devoid of things to run over, its smooth hi-res visuals, using the Expansion pak to boost the screen resolution, showed promise.

The way the car crumples as it takes damage looked rather nice – it starts out each race looking like a shiny new motor straight off Frank Butcher's forecourt, and successive collisions batter its face in until it looks rather like the chirpy cockney car salesman himself.

The cause of the collisions in the finished version will be zombies, which you can splatter across the road and reverse over if need be. Apparently SCi will also be including an N64-specific rural England level populated by... animals and farmers! Heh heh heh. Excellent. Of course, they have to be careful the game doesn't wind up causing the same kind of fuss as the PC original and getting an 18 certificate slapped on it. Nintendo might have relaxed their rules on gore, but only Link can get away with cruelty to chickens.



PLAYED IT!

△ Time for a bit of loopin' and killin', Bubba.



△ A truck will make great roadburgers.

◁ Now that's not heavy enough.

△ This bright arena will be completely changed.

An ear to the ground

We're reliably informed that ***Fighters Destiny 2***, the sequel to what was, in a very real sense, 'our *Tekken*', is in development at Imagineer's Japanese HQ. Details about the game's mechanics are sketchy, but we'd expect the innovative judo-style points system to remain in place, hopefully with a better range of moves and characters, and greatly increased game speed.

Happy days for RPG fans – Natsume's ***Harvest Moon 64*** is due for release in Japan this autumn, and we positively *demand* an English translation before Christmas. The farming RPG, superb on both SNES and Game Boy Color, will retain the traditional 2D overhead view of previous versions, with the extra power of the N64 being used to create a bigger and more involving environment. There will be more than 50 characters to talk to, and 400 preset events to cope with as you toil to please the harvest gods and expand your farm.

As if that wasn't enough, Marigul are working on ***Kyojin No Doshin***, an RPG which casts you as a young giant. As you grow up you can choose to be friendly to the local humans or you can squish them with a mighty stomp. It's entirely up to you, as this DD-compatible title is one of those newfangled 'growing and nurturing' games.

Even before the original *Vigilante 8* has made its N64 debut, Activision have announced plans to give the sequel a simultaneous release on N64 and PlayStation. ***Vigilante 8: Second Offence*** will feature more of the same multiplayer driving and shooting, with larger worlds, bigger weapons, and improved graphics.

Word has reached us that the productive coders at Iguana US are currently working on (ta-daaa!) ***Turok 3: Oblivion***. Believe it or not (we don't, to be perfectly honest) the game is scheduled for an American release in September. Meaning Christmas, obviously.

Finally, Cryo are converting their PlayStation aqua racer ***360*** to the N64. All we've seen of it so far is a rather dodgy mock-up of the menu screen, but we'll bring you more details when they're available.



That was the year that was

This is the year that will be. Hopefully.

Well, you may be reading this in March, but I'm writing it just after Christmas so this is my New Year Wish List.

• MORE ACTIVE AUDIENCES
Tired of hearing how the audiences in sports games are 'flat and unanimated'? How difficult can it be to program crowd sounds so that we get just a little more than a sort of undulating rasping noise which arbitrarily fluctuates in volume to simulate excitement? I can get better simulated excitement by giving my little desktop R2-D2 unit a quick poke in the chest.
Shining example: There isn't one. That's the point.

• INTERESTING ENVIRONMENTS
What's the point of having them 'fully realised in glorious, go-anywhere 3D' if, when you get there, it looks like a huge mud-wrestling pit? What fun is it being able to go anywhere you like when all the landscapes are totally barren?
Shining example: *The Legend of Zelda: Ocarina of Time*.

• LESS REALISM
Granted, realism's great in certain games, but like the polygon bandwagon before it, not everything benefits. Fantasy has its place – it's the reason many of us started playing games to begin with. A rally driving game with realistic looking cars, great driving physics and immersive, real-life settings is cool, but an urban racing game with graphic portrayals of bodies flying through windscreens and mown-down pedestrians bleeding copiously onto the ground is something we can all do without. If your subject matter is a land of castles, chivalrous quests and fairies, realism becomes a bit of an oxymoron, doesn't it. Realistic fantasy, anyone? Forget realism for a moment and try for something harder – imagination.
Shining example: *Silicon Valley*. Inspired, innovative, about as unrealistic as it comes, brilliant.

• INNOVATION
How about developers actually putting their heads together and thinking differently, for a change? Not things like, 'Cor, wouldn't it be good if we made it so she has hardly any clothes and enormously big feet?', or 'I know, let's add a few more characters, a few more weapons and a couple of extra levels. That should do it', but things like, 'Okay, what's going to make this stand out from the competition? What will invigorate players, delight them? What will give our game real character?'
Shining example: a) *Abe's Exodus*, for the Oddworld Speak. b) *NFS3 Hot Pursuit* (PC). Breathes new, exhilarating life into a tired format and it's all terribly exciting when you get chased.

• VOICE RECOGNITION
Nintendo did it first with *Pikachu*, and we want to see more. In the PC version of *Rainbow Six*, you could use your mike to communicate with fire team colleagues online. *R6* is coming to the N64, so how about using the VR unit to give orders to your team mates, check their status, and so on?
Shining example: None yet.



MADE IN JAPAN

Our man in Japan crosses his fingers and tells us what he's wishing for in 1999.

N64 saved by a bunch of fairies

Sales of the N64 console rose dramatically in Japan in the week after *Zelda's* release. A survey carried out by Weekly Famitsu showed that prior to the game's on sale date, Nintendo were only shifting around 4,000 N64 consoles a week. But in the days following *Zelda's* appearance, this figure clambered up to 35,000 units, proving that people went out and bought the hardware just to play the game.

Most revealing, though, was the fact that in the week after the release of the VR-capable *Pikachu Genki Dechu* pet game, an incredible 70,000 machines were sold. From there, the figures go even madder, soaring to a huge 115,411 N64s sold in the period just before the Christmas break.



Thrilling or chilling?

The latest racing box from Konami has taken the concept of realism in gaming a little too far, attempting to entice players with promises of the graphic portrayals of human roadkill.

The tactlessly-titled *Thrill Drive* features loud, intermittent bursts of high-pitched screaming as you race around attempting to avoid oncoming traffic and drive your opponents off the road. The object appears to be to cause fatal crashes involving opponents designated by flashing arrows, and the action is designed so that you cross every intersection on a red light, every railway crossing as the barriers are dropping with a train approaching, and every turn as someone else is crossing your path. Collisions result in highly realistic-looking depictions of bodies being flung out of cars and so on – so much so that the arcade unit carries a warning sticker over the screen stating that *Thrill Drive* is an action game and entirely fictitious.



PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart



Pos	Title	Publisher	Released	Movement	N64 review
1 (NEW!)	Star Wars: Rogue Squadron	LucasArts/Nintendo	2/99	New entry	Issue 25 85%
2	The Legend of Zelda	Nintendo	12/98	Last month's chart position – 1	Issue 24 98%
3	Turok 2: Seeds of Evil	Acclaim	12/98	Last month's chart position – 2	Issue 21 95%
4	1080° Snowboarding	Nintendo	10/98	Last month's chart position – 3	Issue 21 89%
5	F1 World Grand Prix	Video System/Nintendo	9/98	Last month's chart position – 4	Issue 20 93%
6	V-Rally '99	Infogrames	12/98	Non-mover	Issue 21 89%
7	Mario Kart 64	Nintendo	7/97	Re-entry	Issue 4 91%
8	WCW/NWO Revenge	T•HQ	12/98	Non-mover	Issue 22 75%
9	Banjo-Kazooie	Rare/Nintendo	7/98	Last month's chart position – 5	Issue 18 92%
10	F-Zero X	Nintendo	10/98	Last month's chart position – 7	Issue 20 91%

Top 5 Import chart

Source: Skill Academy

Pos	Title	Publisher • Genre	N64 review
1	The Legend of Zelda 64	Nintendo • RPG/ACT	Issue 24 – 97%
2	Turok 2: Seeds of Evil	Acclaim • ACT	Issue 21 – 95%
3	South Park	Acclaim • ACT	Issue 24 – 73%
4	Smash Bros	Nintendo • ACT	Issue 26 – 90%
5	Rogue Squadron	Nintendo • ACT	Issue 25 – 85%

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Zelda 64	Nintendo	ACT/RPG	Issue 24 • 98%
2	Smash Bros	Nintendo	FGT	Issue 26 • 90%
3	Turok 2	Acclaim	ACT	Issue 21 • 95%
4	South Park	Acclaim	ACT	Issue 25 • 73%
5	Body Harvest	Gremlin	ACT	Issue 22 • 91%

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare/Nintendo	ACT	UK: Early '99; USA: Early '99
2	Shadowman	Acclaim	ACT	UK: April; US: April
3	Hybrid Heaven	Konami	ACT/RPG	JPN: April; UK: May
4	Jet Force Gemini	Rare/Nintendo	ACT	UK: March; USA: March
5	Duke Nukem	GT	SHT	UK: March '99; USA: March '99

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Legend of Zelda	Nintendo	ACT/RPG	Issue 25 98%
2	Turok 2	Acclaim	ACT	Issue 21 95%
3	GoldenEye 007	Rare/Nintendo	ACT	Issue 9 94%
4	Star Wars: Rogue Squadron	Nintendo	ACT	Issue 25 85%
5	Banjo-Kazooie	Rare	ACT	Issue 18 92%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare/Nintendo	ACT	UK: August; USA: August
2	Shadowman	Acclaim	ACT	UK: May; USA: May
3	Banjo-Tooie	Rare/Nintendo	ACT	UK: TBA; USA: TBA
4	Smash Bros	Nintendo	FGT	UK: TBA; USA: TBA
5	Jet Force Gemini	Rare	ACT	UK: March; USA: March

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
February 99			
Mario Party	Nintendo	PUZ	UK
March 99			
All Star Tennis	Ubi Soft	SPT	UK
Castlevania 64	Konami	ACT	ALL
Carmageddon 2	Interplay	ACT	UK
Duke Nukem: Zero Hour	GT	ACT	US/UK
FIFA '99	EA	SPT	UK
Jet Force Gemini	Rare	ACT	UK
Rayman 2	Ubi Soft	ACT	US
Roadsters '99	Titus	RAC	UK
Snowboard Kids 2	Atlus	RAC	JPN
Superman	Titus	ACT	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
Vigilante 8	Activision	ACT	US
Winback	Koei	ACT	JPN
World League Soccer '99	Eidos	SPT	UK
April 99			
Earthworm Jim 3D	Interplay	ACT	UK
Monaco Grand Prix	Ubi Soft	RAC	UK
Snowboard Kids 2	Atlus	RAC	UK
WWF Attitude	Acclaim	ACT	US/UK
May 99			
Hybrid Heaven	Konami	ACT	UK
Shadowman	Acclaim	ACT	US/UK
1999/TBA			
3Sixty	Cryo	RAC	UK/US
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Aeon Flux	GT	ACT	US
All Star Baseball 2000	Acclaim	SPT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Assault	Midway	ACT	US
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battlezone	Crave	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Beetle Adventure Racing	EA	RAC	US/UK
Blues Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	US
Charlie Blast's Territory	Kemco	PUZ	US
Command and Conquer	EA	STG	US
Contra 64	Konami	SHT	JPN
Daikatana	Ion Storm	SHT	US

Game name	Publisher	Type	Country
Destruction Derby	Psygnosis	RAC	UK
Donkey Kong 64	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Duck Dodgers/3rd Dementia	Infogrames	ACT	US/UK
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fisherman Bass Hunter 64	Take 2	SPT	US
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harrier Strike Force	Video System	SIM	US
Hercules: Legendary Journeys	Titus	ACT	US
Hype: The Time Quest	Ubi Soft	ACT	UK
Gauntlet Legends	GT	ACT	US/UK
Gex: Deep Cover Gecko	GT	RAC	UK
GT World Tour	Boss Games	RAC	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Loderunner 64	Bandai	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Mario Golf	Nintendo	SPT	JPN
Mission: Impossible 2	Infogrames	ACT	UK
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Mud Monsters 4x4	Take 2	RAC	UK
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz 2000	Midway	SPT	US
NFL QuarterBack Club 2000	Acclaim	SPT	US
NHL Blades of Steel 99	Konami	SPT	US/UK
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Perfect Dark	Rare	SHT	US/UK
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Premier League Game	EA	SPT	UK
Puma Street Soccer	Sunsoft	SPT	JPN/UK

Game name	Publisher	Type	Country
Quake II	Activision	SHT	US/UK
Rainbow Six	Red Storm	ACT	UK
Rampage 2	Midway	ACT	US
Rat Attack	Mindscape	ACT	UK
Resident Evil 64	Capcom	ACT	JPN
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronaldo Soccer	Infogrames	SPT	UK
Rugrats	T•HQ	ACT	US
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Sim City 2000	Infogrames	SLG	UK
Sim City 64DD	Nintendo	SLG	JPN
Sim Copter 64	Maxis	SIM	US
Smash Brothers	Nintendo	ACT	JPN
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	US/UK
StarCraft	Nintendo	SLG	US
Star Wars: The Phantom Menace	Nintendo	ACT	US
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Top Gear Rally 64DD	Kemco	RAC	ALL
Toe Jam and Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok 3	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

PLANET 64 INFORMATION station

Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER Andy Troughton from Bristol wins a copy of Rogue Squadron!

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....

N64 MAGAZINE SPECIAL INVESTIGATION

HYBRID

KONAMI STRIKE BACK
Konami were absolute powerhouse developers for the SNES, with the original *ISS*, *Contra* (called



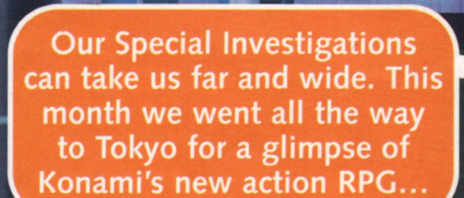
Probotector over here), the various *Gradius* and *Parodius* games, *Pop n' Twinbee*, *Sparkster* and, of course a squillion *Castlevanias* to their name (well, two on the SNES to be precise). They've had their successes on the N64 as well with the 64-bit *ISS's*, *Mystical Ninja* and *Rakuga Kids*. However, we reckon this year could be their best yet, with *Hybrid Heaven* and *Castlevania* and maybe even an N64 version of PSX smash *Metal Gear Solid*.



***Metal Gear Solid*? Pshaw. Konami pull out all the stops to bring N64 owners one of 1999's most jaw-dropping games...**

HEAVEN

EXCLUSIVE!



Our Special Investigations can take us far and wide. This month we went all the way to Tokyo for a glimpse of Konami's new action RPG...

The first time we ever saw *Hybrid Heaven* – at 1997's E3 – we were astonished. Despite only showing as a three-minute video, it was the surprise of the show and has since become one of the N64's best-kept secrets. We always knew it was going to be special, but we never knew quite how special – until now. In a coup of unprecedented proportions, we've managed to sniggle a nearly finished cart out of Konami's HQ. We've been playing it solidly for over a week and we reckon it could just be one of *the* games of the year.

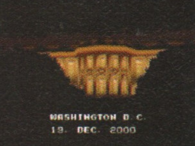
GO! GO!


CANDID CAMERA
Although we've talked about the camera, and how you can centre it behind you, there are a few other functions to help you get the most out of your immediate environment. It all works via the never-more-than-a-fingertip-away loveliness of the three remaining C-buttons.
Top-C – raises or lowers the height of the camera slightly.
Left-C – enables you, with the analogue stick, to revolve the camera around Diaz or Slader, and zoom in or out.
Right-C – A bit harder to explain, this. Basically, if you imagine that there is *actually* a camera floating in the air behind Slader, Right-C enables you to look around 360 degrees from the camera's position. Got that? Super.

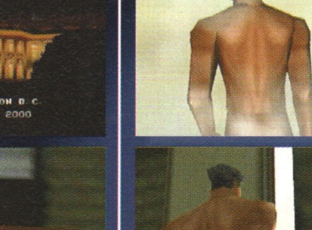
The effort Konami have expended on keeping *Hybrid Heaven*'s storyline secret borders on the paranoid, probably explaining the mystery that's always surrounded the game. Well, we can now tell you that the astonishing six-minute opening cut-scene provides some clues but still keeps you guessing as to what's really happening. And, in a *Zelda/Lylat Wars* style, squillions of other seamless, in-game cut scenes continue the story as you play, providing plot twists by the bucketload. It all starts something like this…

Once upon a crime

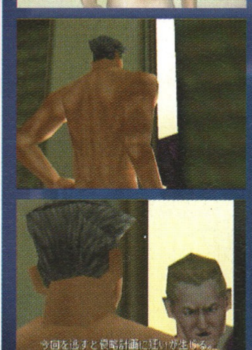
1 John Slader, hero, sits at home, impassively watching the TV. A news programme is on, talking about the American president and a meeting with his Russian opposite number…



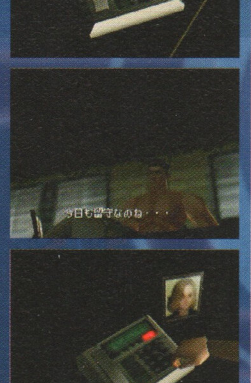
2 Slader's in the shower when there's a knock at the door. He opens it, not bothering to dress, and listens as a sinisterly besuited man talks mysteriously of the President, and invasion, and meeting a certain Mr Diaz.



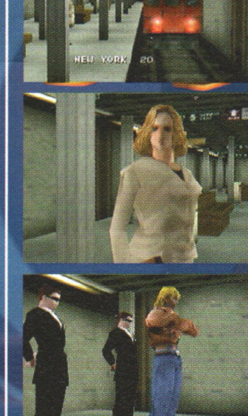
3 The man leaves. There's a phone call – Slader lets the answer machine run, and it appears to be his girlfriend. Slader doesn't bother to pick up the phone.

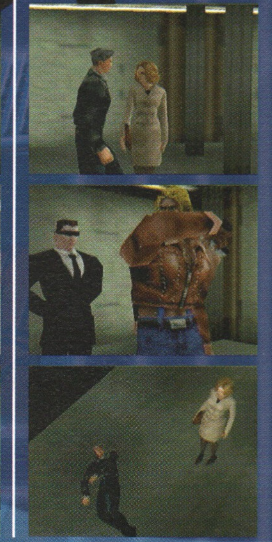


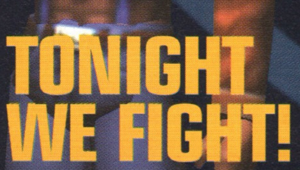
4 Cut to a New York subway. Slader's girlfriend stands waiting for a train. Mr Diaz, flanked by two black-suited men, stands at the other end of the platform.



5 Slader enters, walking straight past his amazed girlfriend, whom he appears not to recognise. Baffled, she watches as he approaches Diaz, who pulls out a gun and – shock! – shoots Slader. Dead.







TONIGHT WE FIGHT!

The last time we visited *Hybrid Heaven* – in issue 22, to be precise – Tim had a brief look at the ingenious, menu-driven combat system. Having thoroughly played the game in its current, almost-finished state, we're now in a position to reveal a bit more of how it works. And – how could it not? – it works brilliantly.



ENGAGE!

Move close to your opponent to enter combat. This can be done in two ways – approaching from the front for a fair fight, or, better yet, if you can engage from the rear you'll be allowed an 'Advantage' attack, a full-power first strike. Which is, undoubtedly, always nice.



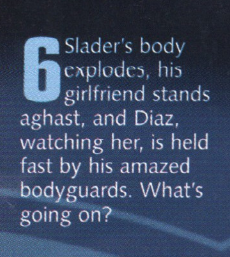
FIGHT!

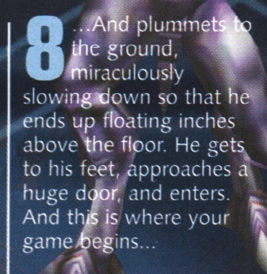
Wait for your power bar to fill up (otherwise any attacks you make will be weaker than a kitten's) and press A to initiate an attack. You'll then be presented with two options; 'Item' is split into 'Refresh' (so you can use Health power-ups) and 'Weapon' (so you can unsportingly shoot your opponent if you've picked up a gun. They're rare). Mostly you'll be wanting 'Attack'…



△ Kick him. Kick him where it hurts. And quickly now.

Choose 'Refresh' and this is where you go. Health boost ahoy! ▷





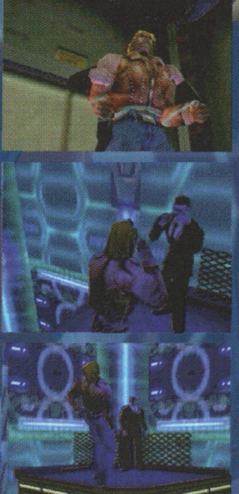
6 Slader's body explodes, his girlfriend stands aghast, and Diaz, watching her, is held fast by his amazed bodyguards. What's going on?

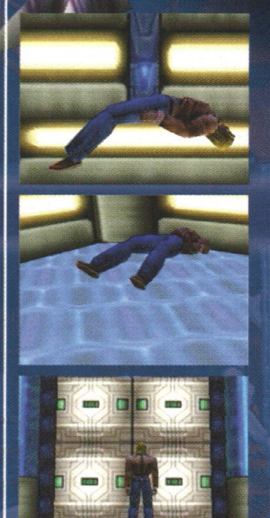
7 Diaz's henchmen, obviously worried by his odd behaviour, continue to hold him and take him, via a floating lift, to an underground installation. He breaks free of his captors, disposing of one of them, but falls from the lift…

8 …And plummets to the ground, miraculously slowing down so that he ends up floating inches above the floor. He gets to his feet, approaches a huge door, and enters. And this is where your game begins…



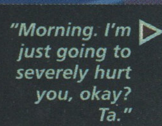








TEXTY BOY
Although the introductory cut-scene features lots of speech, throughout the rest of the game conversations take place in text. And there's a lot of it. And, although the latest version of the game that we've played featured Japanese text, we have been privy to the English translation – and it shows every sign of being great, being clear and concise without resorting to any "gonna's", "butts" or "hey, kids". And that, surely, is jolly encouraging.



"Morning. I'm just going to severely hurt you, okay? Ta."



PULVERISE!

…Which allows you to choose between 'Punch' and 'Kick'. Whether you choose to use fists or feet, you're offered a list of moves to choose from, all of which use either a left or right limb and hit different areas of your opponent. Bear in mind your stance – if Diaz is leaning on his right foot, for example, it's going to be less effective. Choose your move and watch the results.



DEFEND!

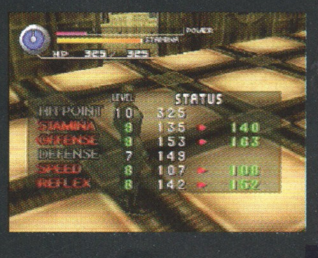
Of course, your opponent can strike you, too, and when this happens you'll be offered several defensive options. 'Step' allows you to move out of the way, 'Guard' allows you to block the move and 'Counter', if you're lucky, will allow you to throw the move back in your opponent's face.



Additionally, if you're on the ground, you can roll out of the way, and if you're caught in a hold you can escape, take the fall, or try to reverse it.

LEARN!

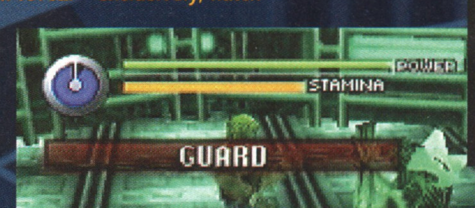
Every time you win a fight, you're ranked for your performance, and many brilliant things can happen. You have a list of stats that represent your hit points, general offensive and defensive skill, speed and so on, that can be increased depending on how well you fought. Even better, though, is that every part of your body has a specific offensive and defensive score. Consistently using a certain part of your body will build it up, increasing the damage you can do with it or the amount of damage you can nullify. And, even better than that, you can learn new moves, adding them to your list of combat options. And then, best of all, once your character has reached a certain stage of development, you can pull off preset combos or link moves together to create your own. Plumdiddlyplum. And then some.

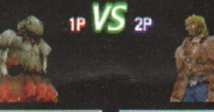


GO! GO!

MULTIPLAYER

Yes, it's true! It was previously unknown to everyone in the whole world whether *Hybrid Heaven* would have a multiplayer mode, but we can reveal – exclusively, natch – that Konami's blockbuster does, indeed, cater for the more social gamer. And it does so with reference to the brilliant character-building combat system.











△ *The menus are slightly different in multiplayer.*

Nine points of damage? How terribly weedy. ▷



GUN FUN

Although you can pick up weapons to be used specifically in close-combat (they tend to be one-shot guns that do loads of damage, and are rather rare), you're actually equipped with an unlimited-ammo gun. Pressing the Right Shoulder button deploys the thing, and pushing up or down on the control stick enables you to aim, although *Hybrid Heaven* helps you immeasurably with a handy auto-aim function anyway. The gun's handy for clearing areas of pesky sentry droids, but, unfortunately, you can't shoot anyone that might engage you in close combat. But never mind, eh?

Bar Konami themselves, no-one else in the world, at this point in time, knows as much about *Hybrid Heaven* as we do. All the screenshots and precious details of the game within these pages are exclusive to us, here, at N64 Magazine. And, whilst exclusives are always great, this particular Special Investigation has got us feeling very pleased with ourselves. Because, quite simply, *Hybrid Heaven* is going to be absolutely cracking.

Sure, it's got a few faults (which we'll come to in a bit) – a couple of niggling, not-quite-perfect flaws, but *Hybrid Heaven* is simply an astonishing surprise.

Everything about the game has been kept so secret since we first discovered its existence, but, having been able to finally sit down and play through it at our own leisure, we can now understand why *Hybrid Heaven* has been kept such an enigma.

The combat system, which is simultaneously a turn based and swiftly smooth affair, works brilliantly. The way you can use your saved character to fight a friend is inspired. The effortlessly cool characters, legions of horrible mutants and sprawling, stylised, mazey levels – all of these things are fantastic, but what really demonstrates *Hybrid Heaven's* undeniable quality is the storyline.

Konami have clearly worked long and hard to develop a plot that binds the thrill of cinema to the mechanics of videogaming. Although it revolves around a fairly standard aliens n' experiments premise, the dramatic timing of the cut-scenes and the twist-upon-twist-upon-twist of the plot really makes for a story so compelling, and immersive, that we've really only seen it done to such effect in one particular game (one with a big Z in it).

For instance, you start the game playing as Diaz, who, it turns out, is in cahoots with John Slader, and they're both part of a plan to kidnap the president and replace him with a clone (one of the hybrids of the title). Yet Diaz shot Slader in the cut-scene, and Slader didn't recognise his girlfriend – what on Earth is going on? It's only later, in another lengthy cut-scene that involves strange, plot-explaining aliens, that you discover that Slader was either a hybrid or – get this – Diaz, because the real Slader was somehow transferred into Diaz's body. Confusing? Yes. But fascinating. Especially because, at this point, the aliens unveil Slader's real body, and put him back into it. So, from here on, you play as Slader (the real one).

And this is only two or three hours into the game. And, in *Hybrid Heaven's* grand



Your right leg has moved up a level, meaning that you can do more damage. ▷

◁ *That's an obscene amount of damage. Ouch!*

▽ *Simply walk into objects to use them.*



VERDICT *Huge, unique, compelling and rampantly original, it looks like being every inch as great as we'd hoped.*



60 points. That's got to hurt. Baby.

An ugly beast. Run away! or kill him. Painfully. And with fists.

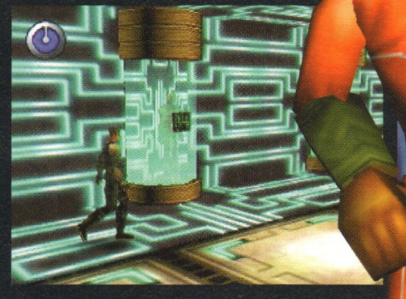
The two-player Battle Mode isn't just a case of slogging it out using *Hybrid Heaven's* brilliantly refined combat system. Well, it is, but the ingenious feather in its cap is that you can load a character (who, from what we've seen so far, can be either Jack Slader or Diaz) from the main game, with all the powered-up attributes that you've gained from slaughtering loads of beasties. It's a brilliant idea; if you and a friend have both played through the game, you can take your memory pak round to his house with your saved games on it, and load your pumped-up Slader into the game to slap your friend silly with.

Ace. And not only that, you can also fight as any of the hybrid mutants that you've fought in the game. And despite *Hybrid Heaven* being an action/adventure/RPG, this could very well be a contender for the best beat-'em-up on the N64...



MONSTERS!

There're plenty of monsters in *Hybrid Heaven*. We don't know exactly how many, but we'd imagine there to be possibly 30 or, incredibly, even 40. Most of them are the hybrids of the title, the nasty results of experiments with alien DNA, and some of them are really quite unpleasant. Take the red fungus-man, for example, who appears to have been made from bloody mushrooms. And, in a terrifying *Resident Evil 2*-type manner, he drops from the ceiling just as you walk under him. Yoiks.



There's a clone in there. All very creepy stuff.

You can't hurt this boss – only run away through the complex.



scheme, hardly explains anything, even though you've just gasped at what appear to be fairly major plot revelations. How, for example, did Slader get to be in Diaz's body in the first place? It's a great script, and *Hybrid Heaven*, post-*Zelda*, looks to be the first game to really concentrate on delivering an imaginative, cohesive story that's going to do its damndest to keep you playing. Just so you can gasp at the next revelation, or simply because you just have to find out what's going to happen next.

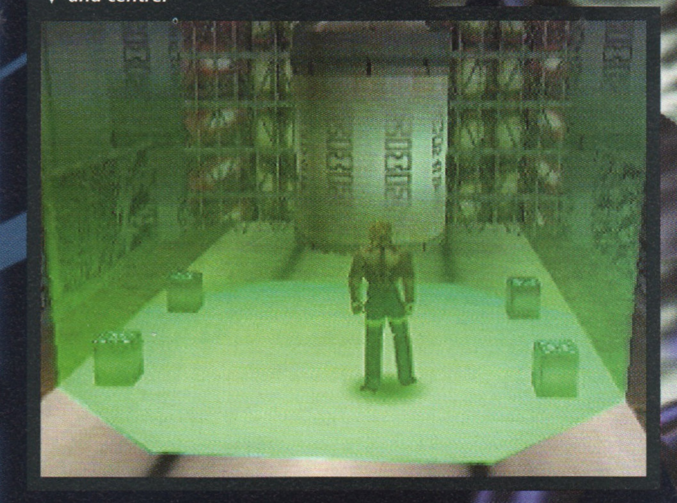
Which brings us to the few faults that we've found inbetween gawping at *Hybrid Heaven's* many, many good bits. Of most importance is the game camera – taking its cue from Konami's previous 3D outing, *Mystical Ninja starring Goemon*, it pans automatically around you to settle on a from-behind view. It's undeniably an improvement over *Mystical Ninja's*, but is still rather cumbersome, and a little awkward and slow to adjust in some of the game's labyrinthine corridors. This is, however, remedied somewhat by some camera-manipulating C-button magic. Holding Bottom-C moves you into a first-person view, but – a little like the Z Trigger in *Zelda* – simply tapping it will set it automatically behind you. It doesn't like walls, though, so if you attempt this near one you'll end up looking at the inside of Slader's head. Perhaps we've just been spoiled by *Super Mario 64*, *Zelda* and the rest, but it's not quite 'there'.

Elsewhere, despite the generally excellent nature of the graphics – no fogging at all, thankfully – special effects seem to be something of an afterthought. Explosions are a little bit functional and half-hearted, and Slader's gun does little more than make a weedy "pee-oing" noise. It'd be nice to see some big, meaty effects, but, saying that, it doesn't actually spoil the game. It's just a little bit annoying.

But anyway. Everything that's great about *Hybrid Heaven* far outweighs anything that's slightly irksome – and there's still time for everything to be perfected. Huge, unique, compelling and rampantly original, from what we've seen, it looks like being every inch as great as we'd hoped it would be from that show-stopping E3 video.

And, come this summer, you can rest assured that we'll have scoured every inch of this mutant-infested, president-kidnapping, personality-swapping adventure for the exclusive, definitive, and the only review you'll ever need. Ooh, it's going to be good.

Security alert! You've done it now. Alarms and claxons go off left, right and centre.



Michael Soc

N64's Special Investigations can take us anywhere in the world. Fortunately, this month we only had to jump on a train and nip along to Silicon Dreams in Banbury...

Want an *ISS '98* beater? We know a man who can...

With *FIFA* being pretty useful on the PlayStation (more useful than the decidedly unuseful N64 version, anyway), football games that don't come complete with several million pounds worth of official licence find it understandably tough getting noticed. Only the *ISS* twosome have come up against *FIFA*, won the day, and managed to stay put at the top. Yup.

But, a couple of years back, virtual unknowns Silicon Dreams fancied their chances a bit and, after a trial run with the playable – but average looking – *Olympic Soccer*, turned up with *World League Soccer 98*, a super-playable, moves-stashed game of football, with spectacular goals, fantastic commentary and *real* teams and players. It didn't *quite* get the recognition it deserved (probably because it was up against the heavyweight *FIFA '98* and *ISS Pro* at the time), but a year later, follow-up *WLS 99* (with handy Michael Owen endorsement and numerous gameplay adjustments) firmly staked its claim to that illustrious second spot. Which is where this timely, newly renamed, gorgeously hi-res N64 version comes in...



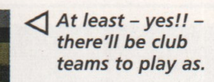


△ *The pitch cam gives you a good view of the in-game detail...*

◁ *...But, like FIFA's, it's not very workable. As you can probably see from this raggle.*

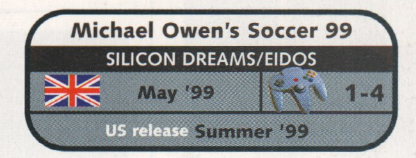
Owen's cer '99



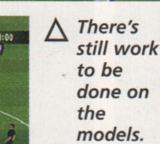


At least – yes!! – there'll be club teams to play as.

The shape and structure of the stadia are familiar.



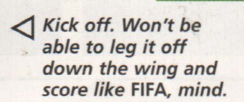


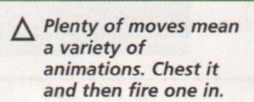


There's still work to be done on the models.



Kick off. Won't be able to leg it off down the wing and score like FIFA, mind.



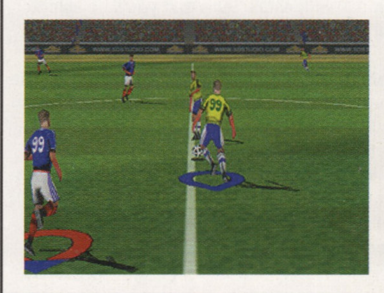


Plenty of moves mean a variety of animations. Chest it and then fire one in.

LOOKING GOOD!

Brilliantly, you don't even need an Expansion pak to run Michael Owen's Soccer '99 in super sharp hi-res. Instead, it zips along quite happily (with fabulously detailed players and beautifully sharp stadiums in tow) without that 30 quid box stuck into the front of your N64. Instead, the Expansion pak is used for lengthy replays. In a similar fashion to Iguana's NFL QuarterBack Club 99, in fact.

The best bit about the game – besides its unbelievably 3DFX-like world – is that each member of your chosen team has a different face, different build and noticeably different skills. Take a good look at them as they line up and you'll see not one of them looks the same. A quick play later, you'll realise defenders are better tacklers, wingers have more pace and strikers are, naturally, better finishers. The difference this makes to the overall 'feel' of the game is amazing, and it makes proceedings very realistic. Good stuff.









GO! GO!

GO AND ARROW
Although the directional arrow in *MOS '99* does herald from the *FIFA* school of campness, it *is* more effective than its bendy yellowness might suggest. At free kicks, for example, you can pinpoint *exactly* where you want the ball to go, by moving the arrow in any direction. Add curl to the ball and you're talking some Grade A benders from the edge of the area. It also comes in handy at corners, where you can plop it right onto the head of a team mate.





THE COMBINATION GAME!

Michael Owen's Soccer redefines football games with its use of combos. There are 23 of them, in fact. Of course, it'll take you several years to find them all, so why not let us run through a few here with you?

Skill!

One of MOS '99's main claims to fame is its skill moves. In conjunction with a special 'extend' option (Right Shoulder) which has your player wrapping his foot around the ball for maximum accuracy and curl, you can pull off a string of top notch tricks including dragging the ball to the left or right, pulling it off a defender's foot, spinning 360° and then away from an opponent and, best of all, the shimmy, which leaves markers standing like fools.









Cross!

Get down the line using the fantastic speed-up (Z), which you can hold to run smoothly with the ball, or tap continuously to knock in front of you (and, like proper dribbling, push past opponents). Now hold down 'extend' when you get to the by-line and press B. Your player will automatically cross the ball and, with the analogue stick, you can curl the ball as much as you wish. And, if you time that double B tap, expect a spectacular downward header. Aces!

Pass!

There're two types of pass: the straightforward, er, pass (A) – and there's automatic player selection too – and then the much more pleasing long pass ('extend' and A) which you can use to splay balls accurately across the pitch, Beckham-style. There's also a box of delights waiting for you if you hold B – when the ball comes high to you you can lay off a pass header (the length of time you hold the button for determines how powerful the pass is).





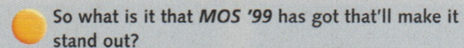




Rob Palfreman
PRODUCER
Michael Owen's Soccer '99

So why give an N64 version of *World League Soccer* a runout, then?
We just felt that *WLS '99* would be very well suited to the N64. The layout of the pad is excellent, the capabilities of the hardware are enormous and the overall design of the console is perfect for the game.

That's what we want to hear. But, are you worried about *ISS '98*?
ISS '98 is great, but it's actually a very different style of game to *MOS '99*. We've created a highly playable game in *MOS '99* that allows very precise control of the tactical elements of football. *MOS '99* runs in a higher resolution to, and at a higher frame rate than the competition. Add to this the multiple styles of play catered for and I reckon *MOS '99* is more than capable of beating the currently available football games for the N64. And especially *ISS '98*.



So what is it that *MOS '99* has got that'll make it stand out?
Its sheer playability. I honestly think that the way the game plays is its strongest feature. There are different ways you can approach a game with auto passing and shooting options, manually-placed passes, that sort of thing. Then there's the ability to choose the exact direction and power of shots, chips, one-twos and so on. With this flexibility of control we can cater for all ages and talents. *MOS '99* also has a great learning curve where continued play rewards the player with new touches and discoveries about player control. All this adds up to an arcade football game that will appeal to everyone.

***WLS* has always been more of a player than a looker, but this version looks incredible...**
Yeah. We're very pleased with the graphical quality of MOS '99, although the game actually runs in high resolution regardless of the RAM expansion. Too many N64 games look blurred and we have designed the engine and the graphics to prevent this. The advantage of having an Expansion pak with MOS '99 is that you'll be able to replay almost the entire match.

What about teams and players? Do you have to use made-up names?
Most of the 210 teams in the game will have real names, but some of the clubs and players have to have fictional names. Or we'll get into trouble.

Are Peter Brackley and Ray Wilkins doing the commentary?



THROUGH AND THROUGH

MOS '99 gives ISS a nod with its expert use of the through ball. In fact, like Konami's game, you'll come to rely quite heavily on its defence-splitting beauty. However, MOS '99 has two different versions of the trusted pass: one is the traditional through ball, by-passing a static defence with ease (providing your striker times his run correctly), while the other is a toe punt of sorts, which is a little pacier but not quite as accurate. Get your lightning quick striker to outpace his defensive opponent, though, and it can produce goods aplenty.









△ *The players are all watching the ball. Impressive.*

◁ *Long ball sends your striker into the box. Goooal!*

COMMEN-GREAT!

Admittedly, Peter Brackley and Ray Wilkins aren't the most glamorous of pairings, but they did the talky stuff in style on the PlayStation and, come May – *MOS '99*'s release date – they'll do the business again, all be it in a bit of a cut down way. Still, the best bit about their commentary get together was the fact that they *never* appeared to say the same thing twice. Quite an achievement when you consider how *ISS '98*'s Hubba Gubba repeats what he's saying at the end of every other sentence. Oh, and thankfully there's none of this "I wonder where he's going to pass it now". Tsk. Like any decent commentator would say that, Gubbins.

GOOOOAAAAALLLL!

There're two types of finishing in this world: finishing and finishing in style (© Ron Atkinson). MOS '99 opts for the latter – and the results are far more impressive than a string of Gary Lineker-style tap-ins (though this is a perfect way to edge a victory). Most surprisingly, all forms of hitting the onion bag herald from just three simple buttons: A, B and Bottom-C.

Swing in a high cross and you've got loads of options: a downward header, a power header, an overhead kick or a sideways sort-of-scissors kick. The last one's especially tasty as it virtually rips the back of the net open. Also, drive a low one in and there's a good chance you can catch a cross on the volley. Not satisfying enough? Try some of this on for size, then: diving headers, half-volleys, low drives, benders and outside-the-box piledrivers. And, don't forget, you can curl free kicks in using the excellent, super-bendy directional arrow.











MASTERY ***We just felt that Michael Owen's Soccer '99 would be well suited to the N64. The layout of the pad is excellent and the overall design of the console is perfect.***

Yes. Is it hard to do on the N64? Well, being a cartridge-based format, we're very limited as to how much commentary we can actually implement. Having said that, we're certain that we can reproduce realistic and high quality commentary in *Michael Owen's Soccer '99*.

Are there any special, new features for the N64 version?

There are a lot of AI improvements and general quality improvements over the previous versions of *WLS '99*, certainly. We have been working on the Nintendo version of *WLS '99* since the release of the other formats a couple of months back, and this extra time has allowed us to continue improving both the look and the playability of the game.

How has the analogue pad helped improve it?

It suits the game fantastically. Both the stick and button layout are perfect for the game.

Ever thought about including a transfer list in the game? *FIFA*'s got one...

We did consider a transfer system in *MOS '99*, but we wanted to create an arcade game not a simulation. And, anyway, wait and see what else we have in development.

Really? Perhaps an N64 version of your forthcoming PlayStation UEFA Football game? Mmm...

So, have you met Michael Owen, then? Nice, is he?

I have met Michael and, yes, he's a very nice chap. Throughout development he was very professional and keen to help. He seemed to take the motion capture very seriously and actually had a lot of input into the game itself.



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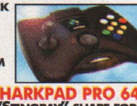
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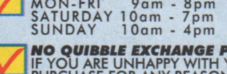
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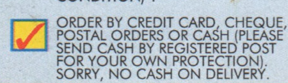
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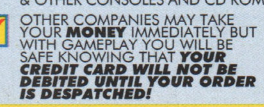
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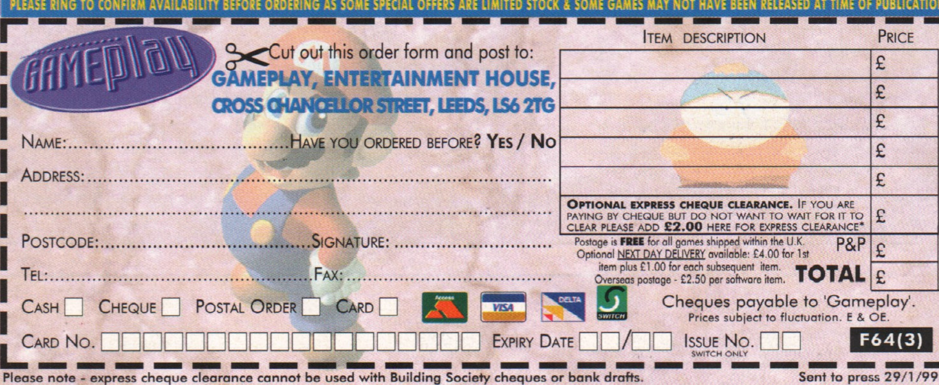


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N64 presents
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Discover this newly coloured classic, and a whole new level!
TETRIS DX
page 41
The original and best Tetris – now even better than ever!
HERE COME THE POKéMON!
Find out how Pokémon will take over your life! We look forward to its UK release...
CONKER'S POCKET TALES
New pictures of Rare's first Game Boy Color game inside!
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March 1999


PITFALL
BEYOND THE JUNGLE
GAME BOY COLOR
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HERE COME THE POKéMON!

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Everything you need to know about the hottest GB game around – and it's definitely coming to the UK!

CLASSIC CORNER

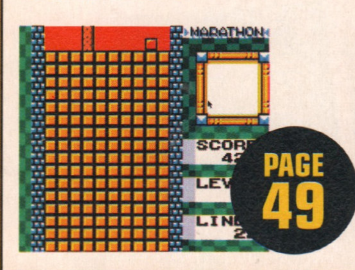
Your monthly guide to the best of the GB's back catalogue, and your chance to influence the GB games of the future.



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Tips. You know. For games. And high scores too. Got anything better? We want to see it.



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POCKET CAMERA GALLERY



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WIN! Send us your mutilated Game Boy camera mugshot and win a brand new Game Boy Color.

Welcome to Planet Game Boy



Hello. You're witnessing something a bit special, here. Planet Game Boy is the first of its kind: a monthly magazine dedicated only to the wonderment that is Nintendo's mighty little handheld. And it's an exciting time to own a Game Boy, especially if you happen to be in possession of the remarkable new Game Boy Color.

Ah, yes, Color. Not Colour. Color. Why? Well, er, we're not sure. Perhaps because... No, we don't know. Still, its magical powers – namely that it's colour (with a 'u') *and* it only requires *two* AA batteries – should ensure that, even given the obvious lack of an Oxford English Dictionary at Nintendo HQ, the new GB goes on to sell a staggeringly *huuuge* amount over the next few years. Just like the previous versions have.

Oooooh, yes, which reminds us. Why? Why Planet Game Boy? And why in the hallowed pages of **N64** Magazine? Well, more than ever before, the Game Boy is the N64's perfect companion console. They're inter-changeable. Games like *Pocket Monsters Stadium* have allowed you to create creatures on the Game Boy, transfer them to the N64, then continue playing *with the same monsters* on your 64-bit wonder machine. And there's going to be more where that came from.

Anyway, hope you enjoy the issue. I'm off to thrash Martin at *Pokémon*. We'll see how he rates his chances after I get Slowpoke on his case. Tee hee.

Tim Weaver, Editor

planet GAME BOY
Planet Game Boy, 30 Monmouth Street, Bath, BA1 2BW.

Issue 1, March 1999
Editor: Tim Weaver
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Speed Writer: Martin Kitts
Operations Editor: Andrea Ball

HISTORY REPEATING

It's become the most successful console of all time, and here are three reasons why...

Game Boy Classic



The first proper handheld console, and the final nail in the coffin of the Game & Watch. Launched in 1989 and, nearly ten years later, still selling in customised editions such as the (cough) official Man Utd Game Boy. The screen looks a bit faint and blurry compared to the Pocket and Color versions, it's bigger, heavier, and takes twice as many AA batteries, but the amazing number of add-on contraptions available make the Classic the retro enthusiast's GB of choice.

You can get clip-on lights, magnifiers, stereo speakers, leather cases, and replacement parts for almost everything, including the screen. There's even a tabletop gadget into which you plug your GB, turning it into a full-size console with a joystick and large buttons.

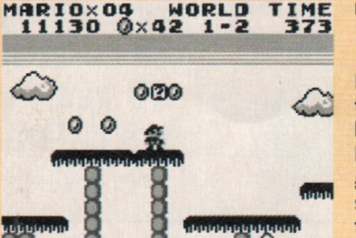
No doubt the machine's sheer versatility has played a major part in helping it become the biggest-selling console of all time. Sixty million units? That's just for starters.

The original Mario, as seen on the original Game Boy. Green and greyish, and rather good.

GB 'Fat' – the most comfortable choice for folks with big hands, but the screen could get blurry.

Game Boy Pocket





On the GB Pocket, Mario is sharper, and the scrolling is altogether smoother and clearer.

Wil's very own GB Pocket – pretty in pink, Meester Overton. Nice.

The Game Boy's 1995 redesign resulted in the smaller and altogether more desirable GB Pocket. The first machines eschewed the traditional GB beige in favour of the bright colour schemes adopted by the later Classics, and the drop-dead gorgeous chrome model – surely the sexiest console ever designed. Not forgetting the GB Pocket Light, and all its variants.

The biggest and best GB Pocket 'fix' was to the screen, which was actually in black-and-white rather than green-and-grey, and allowed scrolling games such as the *Mario Land* series to be played without any of the blurring characteristics of the machine's fatter forefather. Plus it gave an improved battery life from just two AAA batteries, and the smaller battery compartment meant that it was possible to reduce the size of the casing by more than half.

Even with the advent of the GB Color, Nintendo won't be abandoning the Pocket. If anything, it just means you'll be able to pick up one of those fantastic chrome beauties at a fair old discount.

Game Boy Color

A full colour screen has been the Holy Grail of handheld gaming for more than a decade. As soon as manufacturers such as Sega, Atari and NEC cottoned on to Nintendo's Game Boy sales figures, they assumed that all it would take to oust the GB from its position of dominance, and grab a share of those colossal profits, would be a more powerful piece of hardware. After all, that was the way things usually worked in the home console market.

As it turned out, the handheld market proved to be considerably more choosy. Sega's Game Gear offered a faster processor, a backlit colour screen, and access to a ready-made library of hundreds of Master System games, but after a brief period of modest success the format faded rapidly.



The original Metroid II cart gets a 'sort-of' colourisation from the GB Color. If you ever played the fantastic SNES version it's a great way to while away a few hours.

The Atari Lynx was far more powerful, a colour 16-bit machine designed by the people behind the Amiga, but within two years you could pick one up for a pittance. Nobody bothered. And NEC's PC Engine Turbo failed to hit the big time in Japan, and never made it to the West.

The reason for this catalogue of failures? The severe power requirements of a colour screen. Loaded with £8 worth of Duracells, none of the machines would run for more than six hours. Or about two in the case of the Lynx.

So when rumours of Nintendo's colour handheld, codenamed Project Atlantis, began to circulate in 1996, the question on everyone's lips was 'how will they solve the battery life problem?' The answer was with some remarkably clever trickery involving a non-backlit hi-res Thin Film Transistor screen designed by Sharp. The power saved by removing the need for a light enables the Game Boy Color to run its 8-bit processor twice as fast as before, with twice as much video memory and four times as much RAM, as well as display 56 colours from a palette of 4096. And, most importantly, to run for well over 20 hours on just two AA batteries.

Yep, the Game Boy Color still works fine with the GB camera and printer. Unfortunately it doesn't let you take colour pics, though.

Since its release last November, the world's first viable colour handheld has been an unprecedented success, selling more than 5 million units by the end of 1998 (half of them in Japan) and still shipping around a million more every month since.

It looks like the Game Boy story is set to run and run, with the possibility of infra-red link-ups, GB Pak titles, multiplayer gaming using an N64 as an advanced 'server', and even gadgets to turn the little handheld into an N64 controller display unit.



Colour adds a whole new dimension to some classic GB titles. The business.

Failed contenders to the Game Boy's throne

Everyone seems to love their Game Boy. Alas, they didn't seem to love a lot of other handhelds. They came, they saw, they went away.

Game Gear

At one time Sega's Game Gear really did look like it would be the natural successor to the Game Boy and it had some cracking titles (especially from Sega themselves). Eventually, somehow, interest waned and not even add-ons like a TV tuner could keep it from going belly-up. But be kind, it did try.

Lynx

The once mighty US games company – Atari – had some lovely technology going on in their colour handheld but its severe battery requirements, and a lack of decent support, (despite some neat Atari arcade game conversions) eventually laid it to rest.

PC Engine GT

This Rolls Royce of handhelds really was a portable version of its big console brother. It could even run games from the same carts (little slot-in cards). But its price and monstrous battery-eating capabilities were ultimately its downfall.

Game.Com

Pity the poor old Game.Com. From US company Tiger, it tried to be a combination of portable games console and personal assistant. In the end it failed at both, despite (or maybe because of) the appearance of titles like Mortal Kombat Trilogy.

Neo Geo Pocket

The first of the Game Boy's new challengers for '99 comes in the form of this smart, but ultimately lacking, unit from SNK. Again, the games are short on variety (just like with its big brother Neo Geo console) and not even a Dreamcast link-up can really save it.

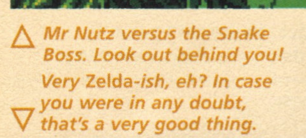


WonderSwan

Poor old toy company Bandai. In Japan they've tried again and again to come up with a successful console and every time they've failed miserably. This year they've tried hard with the software but it's still only black and white. Cracking name, though.

CONKER'S POCKET TALES

From: Rare **Link-up:** No **Colour:** Yes **Out:** March



Mr Nutz versus the Snake Boss. Look out behind you!

Very Zelda-ish, eh? In case you were in any doubt, that's a very good thing.





Blimey! It's the beach from Koholint Island all over again.

Rare's first self-published game is *Conker's Pocket Tales*, an action RPG based on *Twelve Tales: Conker 64*.

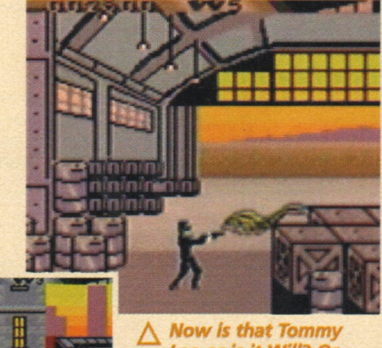
It looks absolutely superb, promising an almost *Zelda*-esque variety of quests, secrets and sub games. As in the forthcoming N64 game, Conker's mission is to find Berri, who has disappeared somewhere with a large furry animal. Before the Mr Nutz look-alike can find his sweetheart he'll have to locate the stolen presents which are being guarded by devious bosses and hundreds of their minions.

Conker's Pocket Tales promises to offer around 20 hours of playing time, and plenty of replay value for those who want to uncover every last secret.

MEN IN BLACK

From: Interplay **Link-up:** No **Colour:** Yes **Out:** Now

This one looks like it might hit the spot. Based on the Ghostbusters-meets-X Files film, *Men In Black* is a sideways scrolling platform shoot-'em-up featuring the digitised likenesses of Will Smith, Tommy Lee Jones, and the lovely Linda Fiorentino.



It isn't hard to guess what the game will play like – a bit of blasting, a bit of exploration, and a bit of character swapping once you've rescued your team mates – but with a promised multitude of locations, including jungles, cities, sewers and arctic deserts, plus many of the bizarre weapons from the film, it should last a bit longer than the average shooter.

Men In Black is due to hit the streets any day now. Check it out.

Now is that Tommy Lee or is it Will? Or even Linda? Hmmm.



You'll have to have a poor sense of smell to make it this far.

GEX: ENTER THE GECKO

From: Interplay **Link-up:** No **Colour:** Yes **Out:** Feb

A bit of top-down scrolling gecko action. Stick, lick, whip.







Far better graphics than the N64 version. Thank heavens for that.

Okay, so this was pretty dire on the N64, but bear in mind the fact that *Gex* was never a really bad game until it moved to 3D.

As a 2D platformer, the original *Gex* was one of the few decent games on the 3DO, and although this version bears the same unfortunate title as the 64-bit travesty, GB *Gex* promises to mark a return to the franchise's roots. The little green lizard has lost his ability to make muffled wisecracks, which is no bad thing, but he can still stick to the walls like a good 'un. He can also crack his tail like a whip to dispose of the numerous baddies infesting the themed levels (based on the N64 version).

Gex: Enter the Gecko is out very soon indeed.

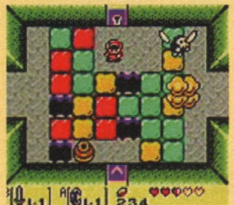
THE LEGEND OF ZELDA: LINK'S AWAKENING DX

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now



Cucco attacks are just as deadly as they are in the N64 version. Don't mess with them!

This is where you take magic ingredients and buy potions.



Part of the new dungeon – it features brand new colour-based puzzles.



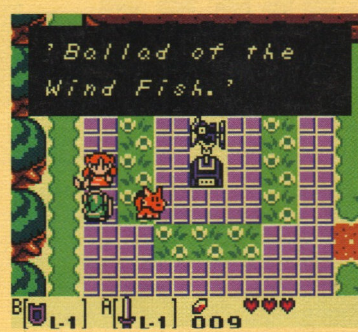
Find the camera and get people to take snapshots of you. Then print them!

Don't let the diminutive size of the cartridge fool you – this is a fully fledged *Zelda* game in handheld format, colourised and updated since its 1993 debut, with the addition of a whole new dungeon to puzzle over.

If you haven't played *Link's Awakening* before, you're in for a huge treat. You'll recognise the style of the puzzles, the music, the sound effects, and plenty of locations and characters from *Ocarina of Time*.

We can't give away much in such a limited space, which is probably just as well since *Link's Awakening* is a game which rewards exploration and discovery with hundreds of little surprises. For example, instead of Gold Skulltulas, you've got fiendishly hidden Secret Seashells to uncover, and there are musical cues to listen for – has anyone managed to play the Ballad of the Wind Fish on the ocarina yet?

This new DX version takes advantage of the Game Boy's colour palette, with its colour-based puzzles, and is also compatible with the Pocket Printer for those of you lucky enough to have a full complement of GB hardware.

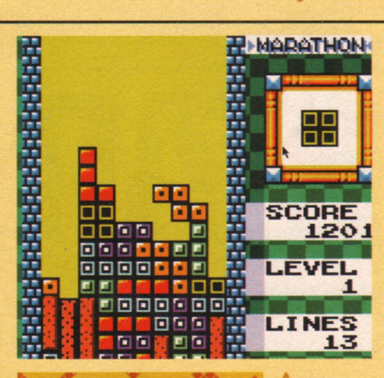


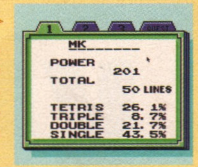
A mighty fine tune. Try playing it on the ocarina sometime... Well, you never know.

If you can't get hold of *The Legend of Zelda* on the N64, or if you've whizzed through and finished it in double quick time, this is the next best thing. It really is that good. Go out and get it. Now.

5

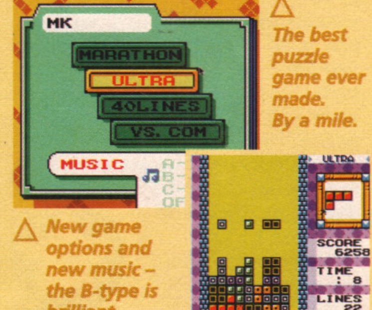
TETRIS DX





After more than 2000 lines, we've currently got around 580 power points.

From: Nintendo **Price:** £20 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now

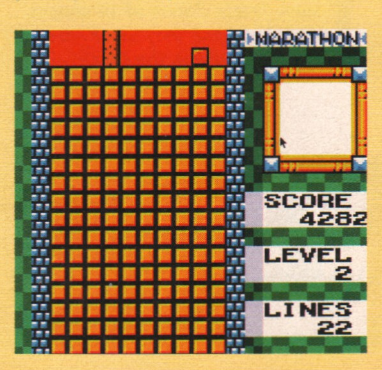


The best puzzle game ever made. By a mile.

New game options and new music – the B-type is brilliant.

Tetris is still the title people most readily associate with the Game Boy. It might have appeared on just about every format imaginable, but the original GB version is by far the best one ever made.

Or at least it *was* until *Tetris DX* came along. The object of the game is exactly the same as it ever was, and Nintendo have wisely chosen not to include any of the pointless 'enhancements' that the many pretenders to *Tetris's* crown have come up with over the years – bombs, magic attacks, different screen widths, and, worst of all, new block shapes. The whole point of *Tetris* is that the seven different shapes all fit together *perfectly* when you know what you're doing. It's the best puzzle game ever made, and there's absolutely no need to change any of its basic mechanics.



Instead, Nintendo have added some excellent new features – Ultra (a three minute score attack game), 40 Lines (a time trial mode), and a versus mode where you can play against virtual players from the game's three save slots. It's slightly 'looser' than the original, making it a bit easier to rack up a 200+ line score, and the chrome effect of the colour screen makes it look gorgeous when the backgrounds change every 50 lines. Buy it.

5

THE SMURF'S NIGHTMARE

From: Infogrames **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

Surprisingly, nothing like the nightmare we were expecting. *Smurfs Nightmare* is a cute platform adventure with some of the best graphics we've seen on the Game Boy.

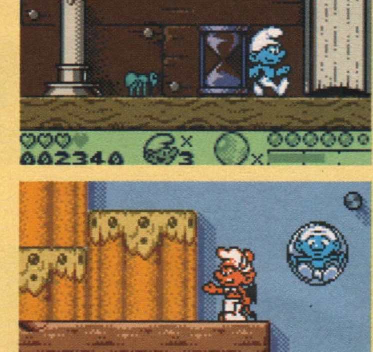
The game is set inside Smurf Village, where the evil Gargamel has cast a spell on the disturbing blue midgets, trapping them inside nightmares in their own houses. As the only cyanotic dwarf still awake, it's up to you to rescue your friends and defeat the nasty one.

You can guess what comes next, but it's all very nicely done. You enter each house in turn, looking for an item to enable you to unlock the next one. Your smurf is a bit limited in his repertoire of moves, but then this is more of a slower paced 'thinking' platform game, in the style of the 16-bit *Mickey Mouse* games, than a *Mario* clone. Collecting sarsaparilla leaves increases your jumping ability, and potion bottles grant temporary powers, but that's about as far as it goes.

It's big, pretty, and quite engrossing when you get into it. Shame about the lack of password save points within the levels, but you can't have everything.

4



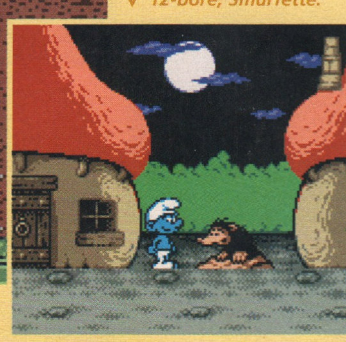


There's an undeniably SNES-like look to the graphics. Smooth and colourful.

Hop in a bubble and you get a limited period of free flight.

Incredible Smurf-on-mole action in the hidden underground section.

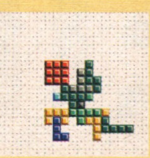
Moles in the Smurf garden. Tsk. Fetch the 12-bore, Smurfette.



KLUSTAR

It doesn't look as clear on a mono Game Boy, but it's still every bit as playable.





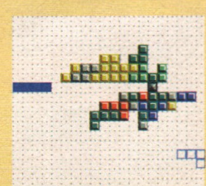


From: Infogrames **Price:** £20 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now

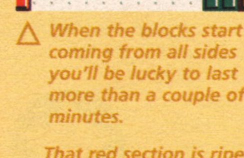
This is very weird indeed. We've seen *Tetris* clones of all shapes and sizes, but they've all obeyed the law of gravity in the past. *Klustar* is the first 360° *Tetris*-alike, and it's not at all bad.

You begin the game with a single dot in the centre of the screen, which you can move around wherever you like. *Tetris* shapes float towards you from all sides of the screen and you have to catch them on your dot, otherwise they'll pile up around the edges. As the blocks accumulate around the dot, you can rotate the whole thing using the A and B buttons to make sure everything fits in place. Once you've made a big enough chunk of connected pieces, they disappear, and the blocks around the outside get sucked towards the dot in the centre. This way you can build up chain reactions, setting them off with one well-placed piece.

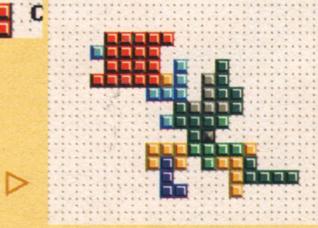
There are a couple of game variations to play with, and you can customise the speed, direction and shape of the blocks, as well as specifying how big a cluster needs to be before it disappears. Tricky and a bit gimmicky, but certainly smarter than the average *Tetris* clone.



3



When the blocks start coming from all sides you'll be lucky to last more than a couple of minutes.



That red section is ripe and ready to disappear.

MORTAL KOMBAT 4

From: Midway **Price:** £25 **Save:** None
Link-up: No **Colour:** Yes **Out:** Now

Beat-'em-ups on the Game Boy? It's more than a little awkward given the fact that you've only got two buttons to play with and a limited amount of storage space for animation frames. Still, they managed to squeeze an almost passable version of *Killer Instinct* onto our favourite handheld, so *Mortal Kombat 4* has a chance, right? Sort of.

The game box boasts of speech, fatalities and full-motion video – pretty unusual at least. Unsurprisingly the speech amounts to no more than a muffled "Bwaa-ha-haaa" when you select from the eight characters on offer (including Fujin, who didn't appear in the N64 version). The fatalities are presented as brief monochrome digitised scenes from the arcade versions, squashed into a fuzzy box in the middle of the screen.

Grubby presentation wouldn't matter if there was a snappy game hidden behind it, but *Mortal Kombat 4* is much more sluggish than any of the previous Game Boy versions, and it's ludicrously easy – if you don't finish it on your first go, it'll be because you turned it off after the second bout. Utter rot.

1

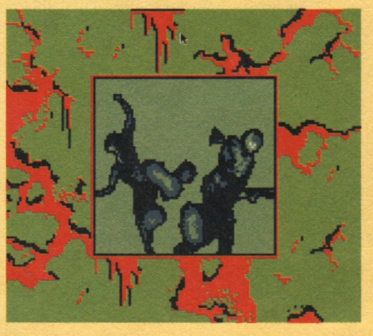
Eight of your favourites from the N64 version. It's hard to tell them apart during the game though.

SELECT FIGHTER

Poor Raiden takes a tonking at the hands of that nasty Reiko. It's tough being a Thunder God.



The game is so slow and tedious you'll switch it off long before the lad in blue hits the floor. Drab, ugly, and a complete waste of money. Don't say we didn't warn you.





Bald baby loose in futuristic doctor's surgery! Haylp!

There's a new extra level to tie in with the Rugrats movie.

Brilliant graphics. This is what the GBC is really capable of.



RUGRATS

From: T•HQ **Price:** £25 **Save:** Password
Link-up: No **Colour:** Yes **Out:** March

Everyone loves a Rugrat, right? Even if they do look horribly like old codgers in nappies. Timed to arrive over here at the same time as the Rugrats film which has been wowing audiences in the States, *The Rugrats Movie* is a bright 'n' cheerful scrolling platform game.

And very nice it is too. The gameplay is somewhat basic, consisting of jumping around and collecting enough objects to be allowed to leave each of the game's ten levels, but the cute characters and impressive graphics are enough to give it plenty of appeal. Shallow? Well maybe, but *Rugrats* is a great piece of pick-up-and-play fun, and that's what a lot of the most successful GB games are all about.

There are three difficulty levels, which increase the amount of items needed and decrease the time limit, and a minecart racing section to add a bit of variety. The scrolling is a bit dodgy at times, but we like it anyway. It's the kind of game they'll probably be selling at cinemas when the film comes out, and we reckon they'll clean up if us Brits go even half as Rugrat crazy as the Yanks have.

Thumbs up!

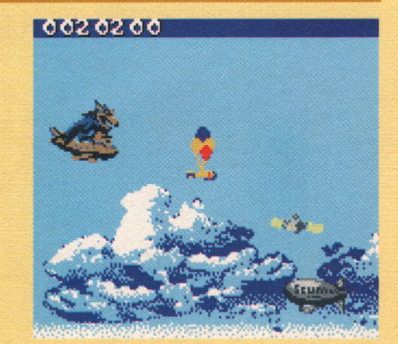


RAMPAGE WORLD TOUR

From: Midway **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

Everyone remembers this, right? Three B-movie monsters run riot around a variety of cities, with the sole object of the game being to raze every building to the ground. As a multiplayer game it was good, short-lived fun, and now the latest version, *Rampage World Tour* has made it to the Game Boy.

Unfortunately it seems to have lost its multiplayer mode, and with it any real incentive to keep playing past the first few levels. There are over 100 in all, but you'd be lucky to spot much of a difference between any of them. There isn't even a password system to skip past completed levels, let alone an on-cart save facility, and we really can't imagine anyone will have the patience to slog it through right to the end, even if the manual thoughtfully offers a space to



write down your high scores as you get there.

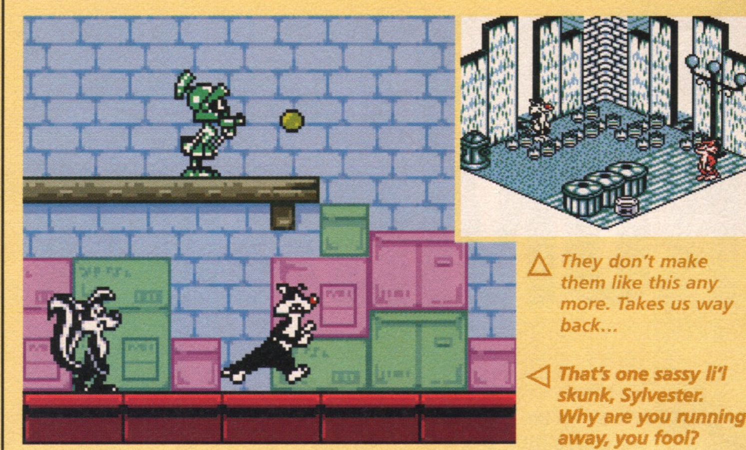
The graphics are too small and indistinct, the music is annoying, the gameplay is repetitive… It's all a bit of a waste of cash and batteries really.





Ralph – that's kind of like the noise you'll make if you spend £25 on this game.

Oh dear. What a complete mess. Something went horribly wrong in the Midway art department.

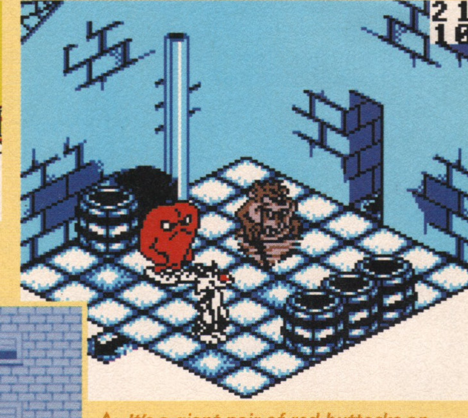


They don't make them like this any more. Takes us way back…

That's one sassy li'l skunk, Sylvester. Why are you running away, you fool?



Tweety's cage is open, and his mummy wants rolling pin revenge.



It's a giant pair of red buttocks on legs! Try not to snigger at him, Sly.

Between the two of them, they'll rip Tweety many a new hole. This is the moment we've all been waiting for.

SYLVESTER AND TWEETY

From: Infogrames **Price:** £20 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now

Well this is a novel one – a scrolling platform game with isometric 3D sections, something rarely seen since the demise of the Spectrum. Taking the role of Sylvester the cat, your mission is to catch that evil little bird Tweety, rip him in half, and paddle in his innards. Or something like that.

What this entails is some frantic sideways scrolling chase action, with the little yellow git hovering tantalisingly out of reach. Eventually Tweety makes it to the sanctuary of a building or a mazy bit of woodland, and the game switches to a forced 3D exploration thing – exactly like *Alien 8*, *Batman*, and all those other ancient classics. It isn't all that complicated, although the controls take a bit of getting used to, but it's good retro fun.

It's questionable just how much time you'll spend with *Sylvester and Tweety* before you finish the game. The graphics are sharp, colourful and smooth, but we'd have been a lot more interested to see a Game Boy conversion of *Head Over Heels* or *Nightshade*. How about it?

3

The object of the Chef game is to bounce the food in your frying pan and feed it to Yoshi. Try not to burn it though, or he'll throw up.

The Donkey Kong game is much more difficult than it looks. Rock.

GAME & WATCH GALLERY 2

From: Nintendo **Price:** £20 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now

There's a gentle, easy going kind of retro, as seen in *Sylvester's* isometric 3D sections, and then there's hardcore *retro*. Like *Game & Watch Gallery 2*, in fact.

Plug this cart in the back of your GB and you'll turn a machine capable of running the likes of *Zelda* and *Pokémon* into a glorified Game & Watch emulator. You get five complete G&W games – *Parachute*, *Chef*, *Helmet*, *Vermin*, and *Donkey Kong* – each of which can be played as a modernised update with improved graphics, or as an incredibly basic looking 'classic' version for the purists. Either way the gameplay is exactly the same.

So don't expect to find any subtle secret techniques – there aren't any. It *is* strangely addictive though, and it's all presented with a typically sparkling Nintendo sheen. Toady pops up every so often to post hints on the noticeboard, and there are an additional three gallery slots marked with a mysterious question mark, which you'll unlock by getting high scores. Additionally, if you're fortunate enough to own a Super Game Boy 2 adaptor for the SNES, you get some superb backgrounds based on the original G&W cases, which is more than enough to satisfy the most anal of retro fans.





If you don't catch the Toadies as they drop from the sky, the fish eats them.

ODDWORLD ADVENTURES

From: GT **Price:** £20 **Save:** On-cart **Link-up:** No **Colour:** No **Out:** Now

The two *Oddworld* games for the PlayStation both received rave reviews on the strength of their pretty graphics and lengthy FMV sequences, but when a title is converted to the GB, any shortcomings in the gameplay department can be painfully exposed.

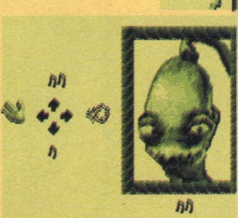
Stripped of its flashiness, *Oddworld* becomes a very ordinary platform puzzle game. A very *frustrating* ordinary platform game. The object, as with the PlayStation version, is to rescue your fellow aliens from their evil jailers who want to feed them into machines and turn them into fast food. You don't actually get any weapons or attacks of your own – instead you have to use a selection of burps, whistles and farts to 'persuade' the guards to help you out.

Sounds interesting, but by the second screen it's obvious that this is a bit of a botch job of a conversion. The controls are awful, resulting in your character falling to his death whenever he twitches too close to a ledge, and the game seems to run far too fast for its own good. And the sprites are tiny and hard to see. One for *Oddworld* lovers only, and even then only on a 'try before you buy' basis.





You can almost smell how bad this game is. Smells of old men.



That's Abe's language. How do you say "Get lost, vile freakboy?"

EVERYTHING YOU WANTED TO KNOW ABOUT POKéMON

What is Pokémon? Why is Pokémon? And is it any good?

It's a very Japanese sort of idea. Whilst Western games developers tend to come up with products like *Quake*, *Turok* and *GoldenEye* – and, of course, Western gamers devour them with a passion – as far as Nintendo are concerned, the Japanese market wants something completely different.

And those games are about about collecting, sharing, and nurturing. Whether you like the idea or not, it's the direction that the Nintendo games of the future seem to be taking.

By far the most popular example of this type of game is *Pocket Monsters*, or *Pokémon* as it's known outside Japan. *Pokémon* exploded onto the scene as a Game Boy RPG in early 1996, and its been selling in staggering quantities ever since – a worldwide total in excess of 11 million, the last time anyone counted. There are two Japanese superstores which sell nothing but Pokémon merchandise, there's a Pokémon trading card game which is likely to hit these shores later this year, a Pokémon cartoon series, and the prospect of countless sequels and spin-offs from the original game.

As the Pokémon bandwagon rolls on, the sight of Pokémon airliners and Pikachu VW Beetles will no doubt become commonplace. If the citizens of Topeka, Kansas, could be persuaded to rename their town ToPikachu for a special day of festivities to mark the game's US launch, anything's possible. Pikachu for president? Hmmm... cute as a button, asexual, and a non-smoker to boot. Don't bet against it.





Pikach-UK

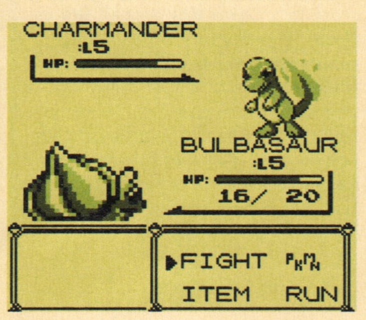
Gotta catch 'em all indeed, but the only way you can do it is by trading with a friend.

Since Game Boy cartridges are universally compatible you can play an import copy of *Pokémon* without the need for any kind of converter. That includes the Japanese version, although it's so reliant on text that we'd advise against it unless you speak the language. The US version is really the only one worth considering at the moment. Why bother with the hassle of importing? Because, despite a fully compatible English language version of the game having been available for four months, *Pokémon* isn't scheduled to get an official release in this gaming backwater until late summer, possibly even autumn. Gah! We want *Pokémon* now, not in six months' time. It isn't all bad news though – our sources tell us that the UK version is likely to be an enhanced colour update of the Red and Blue carts. Some consolation there, then.

There's also an ultra-rare, Japan-only, 151st monster not featured in the US.

Pokémon Game Boy

On the surface it's a battle-heavy RPG with a huge map and a limited amount of character interaction. At its heart, it's all about collecting and training 150 different hard-to-find monsters. You begin as a novice Pokémon trainer with one of three different monsters to accompany you, and you travel the map capturing wild Pokémon and building their abilities up by fighting rival trainers.



The object of the game is to become a master trainer by beating the eight boss trainers, collecting enough badges to earn the right to negotiate Victory Road, and by catching and recording all 150 Pokémon in your Pokédex. It isn't easy – our office copy has well over 30 hours on the in-game clock, and we still haven't caught more than half of them.

The stroke of genius that has ensured the game's success is the fact that a slightly different set of monsters appears on the two different Pokémon carts – Red and Blue in the West, Red and Green in Japan. Some are more common in one than the other, and a few are exclusive to one version, ensuring that you have to use the link-up cable to trade with someone who owns the other colour. Hey presto, an instant collecting craze.

Two other versions have since been released in Japan – a special Blue edition (which has nothing to do with the Western *Pokémon Blue*), and *Pocket Monsters Pikachu*, in which the yellow one is always at hand to offer advice. Of course it doesn't end there – Gold and Silver editions for the GB Color are due out in Japan very soon.



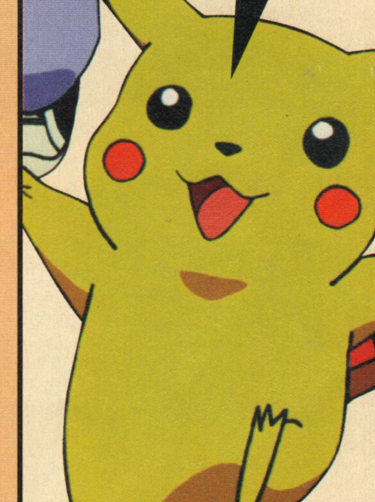
Epikachu

Pocket Monsters is also a top-rated cartoon series in Japan, the unforeseen effects of which made the news headlines around the world. During some of the battle scenes, bright flashing lights were displayed at a frequency which caused epilepsy-related episodes and seizures amongst a tiny minority of the show's huge audience. Some 700 children were taken ill with symptoms ranging from nausea to fitting and unconsciousness, causing concern in those countries expecting to receive a translated version. Unsurprisingly, the offending scenes have been reworked for all the subsequent editions, and the cartoon has been carried by 90 TV stations in the US with no ill effects so far.

The Pokémon trainer (known as Ash) and Pikachu as they appear in the TV series.

Pockachu

As the most popular of all Pocket Monsters, Pikachu is synonymous with the success of the whole franchise. You'll find little yellow Pikachus plastered all over every kind of merchandise, but the best products are the ones which retain a little bit of the essence of Pocket Monsters – namely the Tamagotchi-style virtual pets, of which *Pocket Pikachu*, or *Pokémon Pikachu* in the West, is the best example. The machine has a motion sensor inside, which means that when you walk, Pikachu gets some much appreciated exercise. When you shake the box, Pikachu wakes up. Rather sweet really, but only available on import at the moment.



64bit Pokémon

In what was either a shrewd piece of calculated marketing or a desperate attempt to kickstart the N64's flatlining Japanese sales figures, Nintendo's PR department gave an unprecedented amount of assistance to any magazine willing to promote their three 64-bit Pokémon-related titles.

Two of them, *Pocket Monsters Stadium* and *Pikachu Genki Dechu*, have already topped the all-formats chart in Japan, whilst the third, *Pocket Monsters Snap*, is tentatively scheduled to appear along with the 64DD this summer. If, of course, the 64DD ever even happens. Whatever, you can rest assured *another* Pocket Monsters game will appear before very long. There were even rumours of a full N64 version of the GB game, called either *Pocket Monsters 64* or *Pocket Monsters RPG*, but we haven't heard anything more since the initial news broke well over 18 months ago.

POCKET MONSTERS STADIUM

Max reviewed PMS in N64/20 and awarded it 85%. The game allows you to download the monsters you've caught in the GB version and pit them against each other in some beautifully rendered 3D battle scenes. It works exactly like the fights on the GB but it's only after lots of playing that you'll notice the catch – only 40 or so of the most popular monsters have been given 3D makeovers. The rest of them can't be downloaded into the arena. Tsk.



PIKACHU GENKI DECHU

The most surprising thing about Pikachu's innovative voice-controlled virtual pet game (75% in N64/25) is the fact that it actually works. Spot the little yellow beastie wandering around the forest and you can befriend him by talking to him. In Japanese, of course, so most of us won't have the foggiest idea what's going on, but we're hoping for an English translation later on this year.



POCKET MONSTERS SNAP



The strangest of all the Pocket Monsters tie-ins, pictures of Pocket Monsters Snap have been floating around for a couple of years now. The game is undoubtedly finished, the reason it hasn't been delivered yet being the parlous state of the 64DD add-on. The aim of the game appears to be to take photos of rare monsters and save them to disc. Why? Who knows. Will it be GB compatible? Ditto.

SUPER MARIO LAND 2: 6 Golden Coins

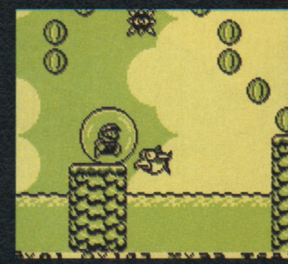
From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** No

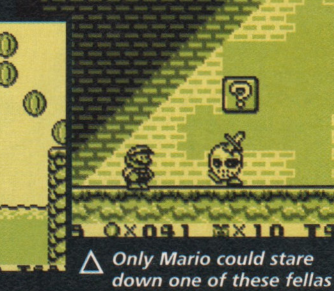
Where better to begin a retro round-up than with the one and only Mazza. His first GB outing was reminiscent of the original NES *Super Mario Bros*, whereas this vastly improved 1992 sequel plays almost exactly like the awesome *Mario World* on the SNES.

There's a plot, involving the evil Wario's plans for global domination, and a big scrolling map with six themed areas concealed around it. At the end of each of these mini-worlds lies a golden coin, which can be used to open the door to Wario's sinister mountain-top castle. The variety of challenges Mario has to undertake is every bit as huge as the SNES game's. It won't take nearly as long to finish, mind, but all the ingredients are in there – fire flowers, winged caps, invisible blocks, forced-scrolling bonus levels, and stacks of secret areas to discover. And, of course, it's got the effortless, fluid playability that has set the *Mario* series apart from all other platform games since the beginning.

The big chunky graphics are perfectly suited to the GB screen, ensuring minimal blurring on fat, classic GBs, and, of course, absolutely none on Pocket and Color models. Downright superb, and still one of the finest platform games you can buy. Colour update NOW please, Nintendo.

5

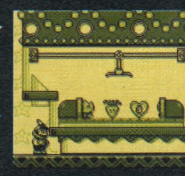




Only Mario could stare down one of these fellas and win.



Castle Wario, your ultimate goal... Bwaa ha ha ha!



Ring the bell at the end of a level for this bonus game.

Tell it like it is

What games would you most like to see on the GB Color? Maybe an update of one of your favourite monochrome games, a brand new Mario adventure, the return of marshmallow fiend Kirby, or even something based on an N64 game. We'd all like to see the GB Pak used to its full potential.

Now there's an idea... Imagine being able to download stats and weapons from *Perfect Dark* and trade them with other players, or solve a puzzle and crack a door code on the bus in the morning. Or even a portable player creator for *ISS '99*. There are loads of possibilities, and a vast choice of old games just begging for an update.

Which is where you come in – write in and tell us what you'd like to see from the next generation of Game Boy software. Whether it's outlandish (a device to use the infra red connector to unlock cars?) or realistic (a full sequel to *Zelda*?), we want to hear your ideas, and we'll print the best of them right here in Planet Retro. Send us a mugshot and we'll print that too.

Write to:
Planet Retro, Planet Game Boy,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

TIPS, SCORES,

HIGH SCORES

Have you set an outstanding high score in a Game Boy game? Tell us about it, preferably with a picture as proof, and your name and achievement will appear here for the whole world to gawp at. To get you started, we've set a few targets for you to beat. You don't necessarily have to stick to these games though, and please don't thrash our scores by too much. Or we'll cry.

TETRIS
229 Lines

TETRIS DX
247 Lines
206,155 points (Marathon, level 0)
11,352 points (Ultra, level 0)
3'16" (40 Lines, level 0)

POKéMON
68 monsters owned

GAME AND WATCH GALLERY 2
Donkey Kong – 97
Parachute – 166

Send your tips and high scores to: Planet Guide, Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

BUST-A-MOVE2 Arcade Edition

● EXTRA PUZZLES

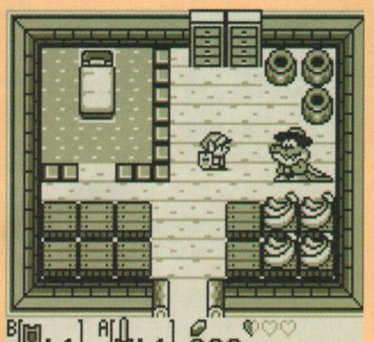
To gain access to a whole new set of puzzles, press A, Up, B, and Down on the title screen. A little character will appear if you've entered the code correctly.

YOSHI'S COOKIE

● LEVEL SKIP

In the options menu, set the music to Off, the speed to High, and the round to 10. Hold Up and press Select. The round should read 11. Continue the advance to higher levels by pressing the Select button.

Legend of Zelda LINK'S AWAKENING

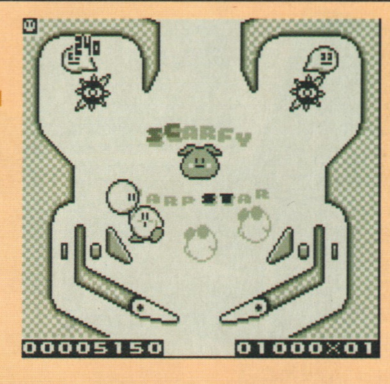


● NEW MUSIC
Select a new file and enter ZELDA (in capital letters) as your name. The background music on the player select screen will change.

● LEAP SOLID OBJECTS
When your path is blocked by an obstacle you can't pass, or a rock you can't yet lift, go back one screen to the left or right. Stand on the edge of the screen and just as you are about to re-enter the previous screen press Select. Time it just right and the map screen will appear. Return to the game and you will be one screen over at the same spot.

● EXPLOSIVE ARROWS
Equip both the Arrows and the Bombs, and press A and B together to fire an explosive arrow.

KIRBY'S PINBALL



● SKIP TO THE BONUS STAGES
Hold down Left, B and Select on the title screen. When you begin a new game you'll skip straight to the bonus stage of whichever level you chose.

● SKIP TO THE BOSSES
Hold down Right, Select, A and B on the title screen. A black cat will run across the high score screen to signify that the code has been entered correctly. Press Start to begin a new game, and you'll be able to choose which boss you want to tackle. Beat all three of them and you can fight the final boss.

WARIO BLAST

● PASSWORDS
2264: Start game with a powered-up Wario.
4622: Start game with a powered-up Bomberman.
5656: Play a special battle mode with Bomberman.
6565: Play a special battle mode with Wario.

TETRIS BLAST

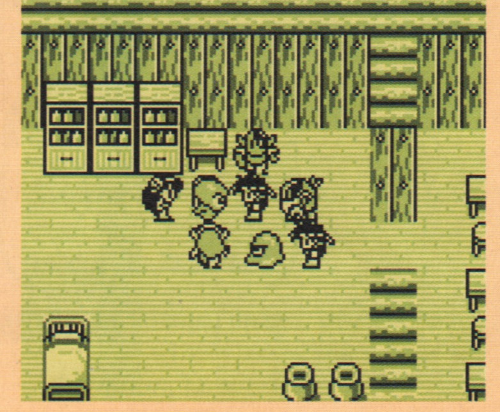
● EXTRA GAME MODE
On the title screen press B five times, then press start to enable Fight 2 mode.

FINAL FANTASY LEGEND 2

FINAL FANTASY LEGEND II
Start
Continue
©1991 SQUARE SOFT
LICENSED BY NINTENDO

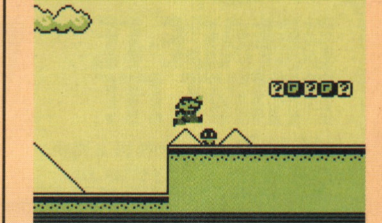
● SOUND TEST
On the title screen, press Select, B and Start simultaneously to enable the sound test option. Change the sound number by pressing Left or Right, and listen by pressing A.

● EXTRA SOUNDS
Select Continue on the title screen and move the cursor to a save file with a party higher than level 57. Press B to return to the title screen. Hold Select, B and Start to access the sound test and press A to listen to the sounds. The number of sounds you can listen to equals your party's total level.



WARIO LAND
Super Mario Land 3

● MASTER CHEAT
Start the game, enter any area and press Start to pause the game. Press Select 16 times to make a cursor appear on your number of lives. Hold A and B together and move the cursor box left or right. When you get the cursor over a number you wish to change, press Up or Down to alter it. If you put the cursor over the Wario face at the bottom left, you'll get a better hat.



SUPER MARIO LAND

● STAGE SELECT
Finish the game twice in a row and you can activate the stage select by pressing A – the more times you press A, the higher the stage. Press Start to begin.

● EXPERT LEVEL
After you finish the game once, press any button on the title screen and the cursor will change from a mushroom to a Mario face. Press Start to begin the expert level, which features more enemies in different places.

SUPER MARIO LAND 2:
6 Golden Coins

● PLAY THE DEMO
When the title screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. You can now take control of the demo, although the game eventually crashes after a minute or so.

Game Boy Gallery

Show off your artistic streak in our all-new gallery of freaks...

If there was ever an award presented for the grooviest piece of console hardware ever made, the splendiferous Game Boy Camera would surely win it hands down.

Thought Nintendo games could be a bit 'kiddyish'? You've seen nothing until you've taken a candid snap of your best friend, pasted a pair of comedy eyes and a dribble of snot on it, and giggled until your stomach hurt and your eyes watered. Couple it with the Game Boy Printer, which produces a hard copy of your masterpiece on a little roll of paper or a sticker, and you can relive those heady days of defacing school textbooks without the risk of detention.

It's the most puerile thing ever to come out of Nintendo's busy R&D labs, and it's absolutely fantastic – proof positive that the Big N's experiment with 'non-gaming' games might actually work.

We love it to bits, and to show the uninitiated just what's possible we spent a productive afternoon playing with our Game Boy Cameras, looking for unusual shots of the 'bone' in Tim's nose and adjusting the brightness controls so that Jes's polished pate didn't dazzle the lens. Here are the results. Oh, and next month it's your turn.

WIN! A COLOUR GAME BOY

DEFACE IT, PRINT IT!

To get the gallery off to a flying start, we've got together with Nintendo's UK distributor, THE Games, to offer a shiny new Game Boy Color to the sender of the best picture – a handy upgrade from your current Game Boy, or a second machine to play link-up games. Very nice indeed. And there'll be games on offer in subsequent months too, not that you should need any further incentive to make monkeys of your family and pets, than the humiliation they'll suffer when they see their deformed faces in print.

Print out a copy of your favourite snap and send it to: **Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.**

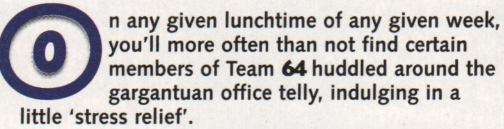


EVERY MONTH – ONLY WITHIN THE PAGES OF



THE GREAT EXTRAV

Hey, you! Yes you, reading this! Are you good enough to take on N64 Magazine... and win?

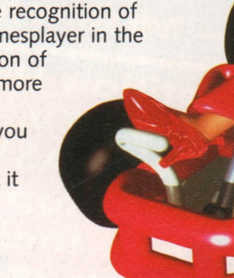


On any given lunchtime of any given week, you'll more often than not find certain members of Team 64 huddled around the gargantuan office telly, indulging in a little 'stress relief'.

Whether it be Jes taking down Martin with an expertly-aimed head shot in *Turok 2*, Wil thunderbolting a hapless James in *Mario Kart*, or Tim cursing like a sewer on legs in *GoldenEye*, multiplayer games offer a tense, fraught and downright head-spinningly enjoyable experience. You could say that it's the ultimate test of skill – beating three friends that are absolute *GoldenEye* experts is far more rewarding than blowing the head off a computer-controlled monster.

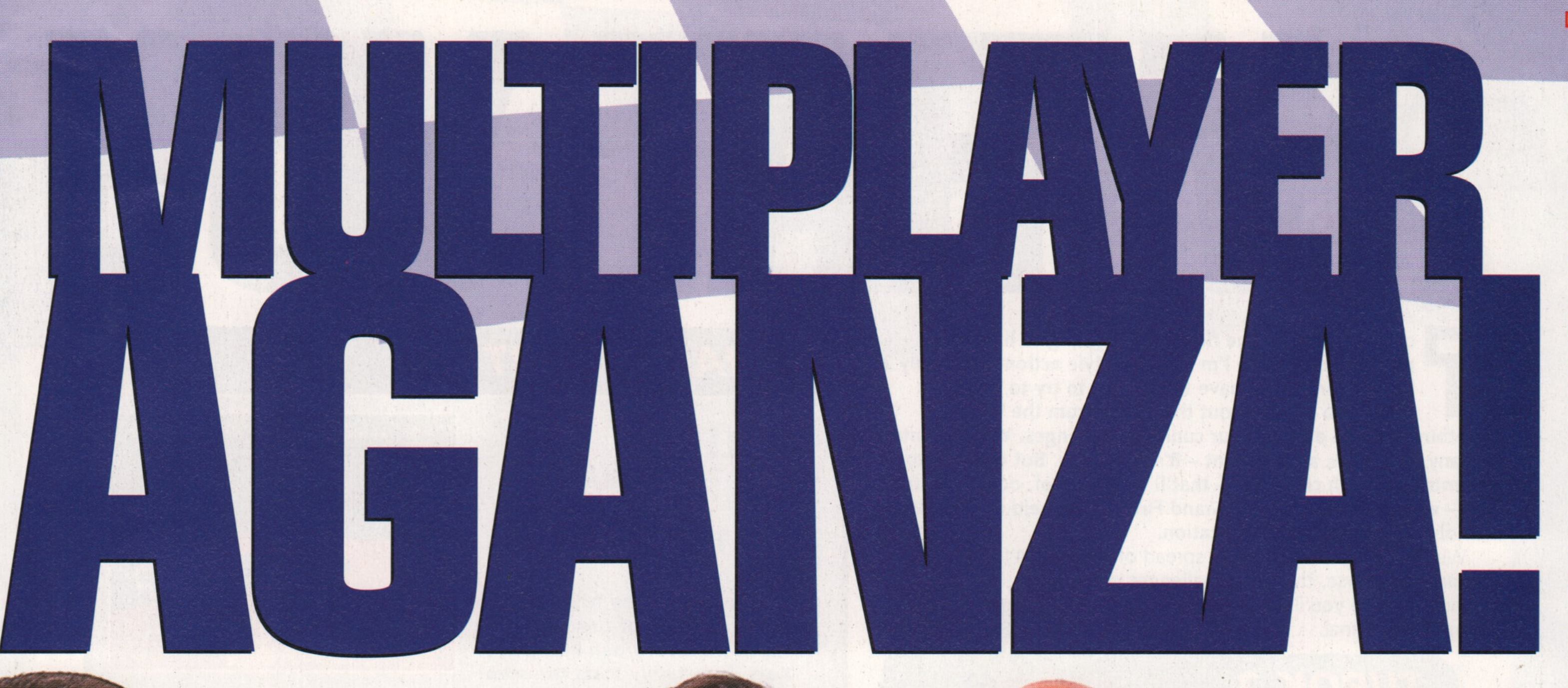
To celebrate the joys of multiplayer gaming, we've decided to put together a typically splendid competition, giving *you* the chance to play *us* at the finest multiplayer fun the N64 has to offer. Of course, it's not going to be quite so simple. Only the best can make it through to the final – and then you'll have to beat our collective might. And what does the winner get? The recognition of being the best darn gamesplayer in the world and the adulation of everyone ever. And, more importantly, a huge, engraved trophy so you can justify this claim.

Think you've got what it takes? Then read on…



MULTIPLAYER AGANZA!

THE GREAT MULTIPLAYER EXTRAVAGANZA!



GO! GO!



WHAT YOU

To get through to the final, you're going to have to participate in some I'm the Best style action – and only 20 lucky winners can have the chance to try to thrash us senseless. To weed out the strong from the weak (or something), we've devised four cunning challenges. You can enter as many, or as few, as you want – it's up to you. But only the top five entries in each challenge – that'll be a total of, ooh, 20 entries, then – will go forward to our Grand Final, to be held at a top secret (and obviously very special) location.

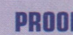
We've tried to include a fair spread of challenges for you, and, of course, the more challenges you enter, the more chance you'll have of winning and going through to the final.

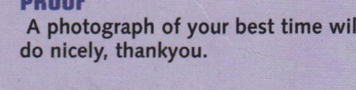
TUROK 2

CHALLENGE
Fastest time to complete Level 3, 'The Death Marshes'. Can use cheats.

TIME TO BEAT
40 minutes

The Death Marshes is one of Turok 2's more straightforward levels, relatively free of the to-ing and fro-ing that levels such as Lair of the Blind Ones and Hive of the Mantids tend to favour. It's still sprawlingly huge, though, and you'll have to face hordes of the Hulking Pur-linn. Which aren't, admittedly, quite so hulking when you've blown a hole through their guts with the Shotgun. Or sliced their legs off at the knees with the PFM layer. Or left a small bloody crater where their heads once were with the Shredder. Or... well, you get the idea.





TIPS
- **IMPORTANT!**

By now you'll no doubt have heard about the big cheat for *Turok 2* (if not, go to the news section right now) which unlocks all the cheats in the cheat menu, including invincibility, all weapons, infinite ammo, and so on. We're going to allow you to use this, because we're just looking at the amount of time it takes for you to get from one end of the level to the other, completing all objectives on the way. Simply input the cheat, start a new single player game and then warp to the Death Marshes. Okay?

- Although we know how much fun it is to blow holes in things, it's probably best just to ignore enemies and run through the level, freeing the prisoners and blowing up the ammo dumps. No time to waste, is there?

PROOF
A photo of the stats screen that appears when you've finished a level – it'll show the time it took for you to complete the level.

MARIO KART

CHALLENGE
Best Time Trial time for Bowser's Castle.

TIME TO BEAT
2'28"00

Generally considered to be the trickiest, and one of the best tracks in the evergreen Mario Kart, it certainly sorts the men from the boys during Team 64's Friday afternoon racemeets. For the uninitiated, it's a riotous nightmare of right-angled corners and kart-flattening Thwomps. For the expert, though, it's the perfect track to prove your worth, and the racing course of the true Mario Kart connoisseur.

TIPS
- You *can* do the Secret Corner Turbo around pretty much every corner. If you're good, that is.
- The best place to use your three mushrooms is across the stretch of grass that leads into the castle, just after the starting line.
- The Thwomps only start their thwomping when you're in their vicinity, meaning you can learn their movement patterns and avoid them as necessary.
- It's almost impossible to get round the spiral tower without hitting the sides, but you can get at least one Corner Turbo in before you do.

PROOF
A photograph of your best time will do nicely, thankyou.



HAVE TO DO

GOLDEN EYE



CHALLENGE

Most accurate on Bunker 2, Secret Agent difficulty. Must kill at least 60 guards, can use all weapons and infinite ammo cheats.

SCORE TO BEAT

250% Accuracy

Oh, sweet GoldenEye. Who hasn't thrilled to the pleasure of taking a Russian guard down with one well-placed head shot? None of you, we'd imagine. So here's the chance to show off your marksmanship. We simply want the highest accuracy score for the Bunker 2 level, with the only proviso being that you have to shoot at least 60 guards. Don't worry about objectives, simply concentrate on being the best shot you can be.

TIPS

- A bit like the *Turok 2* challenge, we're going to allow you to use cheats here – but ONLY the all weapons and infinite ammo cheats. Anyone using any other cheats will be disqualified. Especially invincibility. Okay?
- The only way to get an accuracy score over 100% is to use the shotgun – every shot fires five bullets. Shooting guards while they're dying ups your accuracy score, too.
- ...Or you could use the Magnum. The Magnum can shoot through lots of people, lining them up, though, is very hard.
- Use the security cameras to attract guards to your position. You've got to kill 60 of them, remember.

PROOF

Only a video of your performance and the screen with your accuracy score will do, we're afraid, so we can be sure there's no cheating going on. And you *must* mark your score on the video or in a separate letter. That's all (for video instructions, turn to page 126 of this month's Skill Club).

F-ZERO X

CHALLENGE

Best Time Attack time for Devil's Forest 2.

TIME TO BEAT

01'40"00

Although not as immediately distinctive as other, better known F-Zero X tracks (such as Silence or Big Hand), Devil's Forest 2 is actually an unforgiving little blighter, with a 'rippled' section of track that sends you flying if you go too fast. But you need to go fast, don't you? Very, very tricky, indeed. Do you go for good grip, or better Boost? More acceleration, or more top speed? Difficult decisions to make, we know, but we'd plump for something with a bit of boost...

TIPS

- On every bump of the rippled section, there's a speed-up arrow. It's worth dropping your speed to catch them.
- You'll invariably catch some air (man) after every bump; make sure you push forward on the analogue stick when this happens, so you'll come back to earth as quickly as possible.
- There's a potentially nasty series of chicanes towards the end of the track. There *is* a fairly straight line through them, and it is possible to get through without hitting the walls, although you may have to use Z or R to help you through.

PROOF

A photo of your fastest time, if you please.

AND THEN?

You've got until the 1st of June to perfect your challenge score(s) and we'll try to keep you up to date with the best scores over the next few issues. Next issue we'll print details of where and when the finals will be held (you're going to have to be prepared to travel to the final for the day, and it's definitely going to be in June at some point), where you'll have the chance to battle it out with the other finalists, and, of course, us, as we'll be the final, monstrous hurdle to your claim of being the greatest N64 multiplayer champion in the World. Ever. Okay?
Well, what are you waiting for? Get to it!

'Multi Towers'
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

RULES – READ THESE NOW!

- You can enter as many of the challenges as you like, as many times as you like. Just be sure to observe the instructions we've set out in each challenge description.
- We're only going to accept times from PAL games. We'll be able to tell if you're cheating, and you're using an NTSC game, from your photos or videos, so don't do it. Okay?
- Entries will NOT be accepted unless accompanied by photographic or videotaped evidence. It's only fair.
- All entries *must* reach us by the 1st of June, 1999. The 20 finalists will be notified by 'phone immediately after this date.
- The top five winners from *each challenge* – that's 20 people – will be invited to the Grand Final, which will be held later in June. We'll release more details of the venue and date in the next couple of issues.
- The Editor's decision, subject to bribes, is, as always, final.
- Tim Weaver stinks.

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!



FIFA '99

Surprise! It's the best *FIFA* game so far, but can it pass the *ISS '98* test? Find out in our massive review!

GO TO PAGE 58

N64 MAGAZINE ARENA

N64 MAGAZINE STAR GAME

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

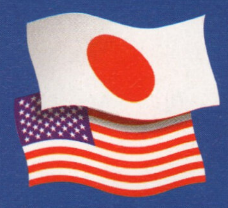
85% and above — *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% – 70% — *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

69% – 50% — *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

49% – 20% — *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

19% – 0% — *The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*



IMPORT ARENA

The games they're playing in America and Japan.

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

No question what the most popular form of entertainment was this month – apart from the traditional Wil-baiting that is. Smash Bros!



James Ashton
"With the power of my mighty Mini, I'm going to live fast, die young, and leave a reasonably well-kept corpse. Woo-hoo!"
Game of the month: Tetris DX

Paul Edwards
Paul is in the doghouse this month after causing the N64 switchboard to collapse under the weight of his personal calls. Tsk.
Game of the month: Chameleon Twist 2



Wil Overton™
Legal action will be taken against any person or persons found to be using the registered trademarks 'Wil', 'Overton', and 'Hair'.
Game of the month: Castlevania

Andrea Ball
"I'm like a surrogate mother to this inept bunch of cretins. It's all I can do not to poison their morning tea. But I do love them."
Game of the month: Battletanx

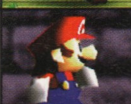


Tim Weaver
*(Singing) "Oh I'm a vulgar boy, ****! Yes I'm a vulgar boy, ****! Ee-eye-addio, I'm a vulgar boy, ****!"*
Game of the month: Michael Owen's



Jes Bickham
"Hallo! I am taking another break from touring to bring you ze finest N64 reviews. In my spare time, I interfere with horses."
Game of the month: Smash Bros

Martin Kitts
Eyes bleeding from excessive Game Boy playing, Martin's most piercing stare has been a shadow of its former self.
Game of the month: Zelda DX



Mark Green
"I went on a sight-seeing trip to London last week, and accidentally swallowed Big Ben when I yawned. I was absolutely mortified."
Game of the month: Virtual Pool

Justin Webb
"There's more to Depeche Mode than Personal Jesus, you know. Here, I'll play their greatest hits for you..." Somebody stop him!
Game of the month: Snow Speeder



James Price
"...and consequently it's possible to emulate with an estimated 97.276% accuracy..." Ker-lik! (sound of hammer being cocked).
Game of the month: Milo's Astro Lanes

PREVIOUSLY IN N64 We Future Looked *FIFA '99* in **N64**/24. And, oof, what a state it was.

"Yeah, look at us! Are we celebrating realistically or what? Oh, no, we're not".

The referees have a series of pretty impressive cut scenes. Of which this is one.

Juuuust creeping over the line, there. Sneaky little goal for England.

FIFA '99				
EA				
March	96M		1-4	
	Controller Pak 6 PAGES	Cartridge back	Rumble Pak	
£40				

FIFA

Can you believe it's been *ten months* since the last *FIFA* game? A criminally long time, by anyone's reckoning. Especially EA's, we would have imagined. Well, it was only a paltry five month wait between the okay-ish *Road to the World Cup '98* and the better, but not much, *World Cup '98*. Ten months is like... well, a lifetime in the *FIFA* time scale. Yup.

So, what new and exciting elements has the extended time limit endowed this latest version with (tagged – would you believe?! – *FIFA '99*)? Perfectly animated, non-skating players? A control system that, should you press a button, has an immediate response on-screen? A pitch that isn't smeared with glue? Automatic player selection? A more accurate passing game? Players that don't look like relatives of The Elephant Man? Um, no.

Sadly, *FIFA '99 still* isn't anywhere *near* as good as *ISS '98*. And it still has those niggly, easily-sorted-out problems that have always dogged *FIFA* games. But, crucially, it *is* getting there. This year, *FIFA* looks, feels and plays better than ever before. It's still not perfect – by, oooooh, a long, *loooong* way – but it's better. Read on and find out why...

FIVE GREAT THINGS IN FIFA '99

There's no doubt there're some top things bustling for space. Here're five...

1 The Licence

And, fortunately, EA have got it until the year 3672, so that's nice. But, regardless, the licence is a buffed-up gem of a treasure, allowing the game to parade hundreds upon hundreds of European and world teams, as well as the real players that turn out of a Saturday afternoon.





◁ The 'keepers have a few new moves to impress upon the game. But they still kick like they've got piles.

▽ The camp, slightly bendy, directional arrow. Bet that gets in the way a bit when you're on the attack.



△ A terrific, edge-of-the-seat clash in the German Bundesliga. Makes a change, eh?

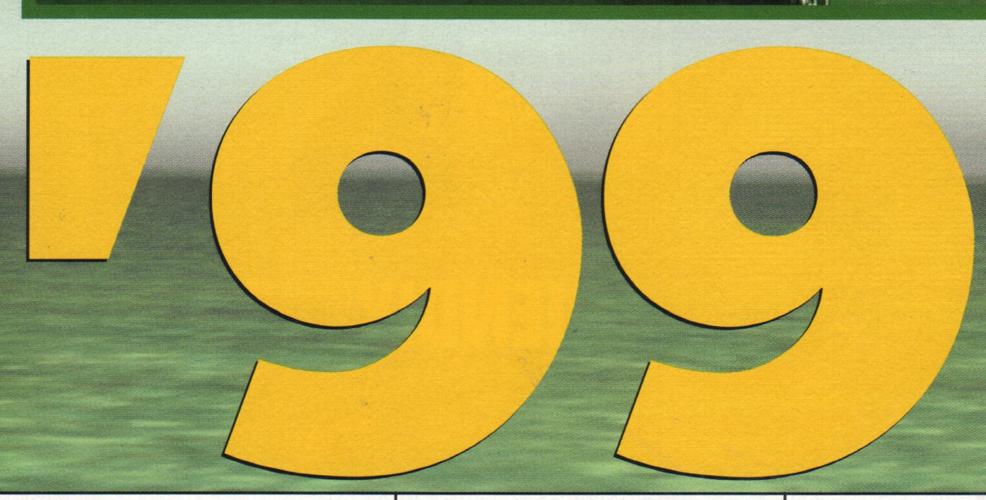
▽ "Follow my lead... A-ga-doo, doo, doo, push pineapple, shake a tree. And that."



FLASH! AHA!

If nothing else, the *FIFA* games are full of flash. The options screens are dazzling, the soundtrack is always 'big name' – Blur, er, Chumbawumba and now Fatboy Slim – and the licence means they can always be assured of reeling in top quality footballers to endorse their yearly outings. This time round it's a cardboard cutout of the ice cool Dennis Bergkamp standing in your local EB, staring at you with his Medusa-like eyes and scaring your Mum as she wanders around behind you. Still, his wife's a bit of a looker. Oh... sorry.





It's the N64's only licensed football game! Well, that's *something* good...

Commentary

Better! Last time round, John Motson sounded like he'd recorded his lines while he was pot holing, so there needed to be a definite improvement. And, luckily, this time he's as clear as a bell. He's still a boring old bleeder, but at least he's got loads to say. A bit of Des Lynam too.



Moves

If FIFA's got one thing in abundance, it's moves and, just as we suspected there would be, there're even more in FIFA '99 than ever before. Get yourself into some space and try tapping Top-C to watch your player spasm and twitch 'special' moves. Quite entertaining.



Animation

Despite appearing to skate across the pitches, FIFA's players have some incredibly diverse animation instilled in them. This is demonstrated admirably in the cut scenes and when you switch to the extreme close-up that is the Ball Cam. Just need to sort out their faces now.



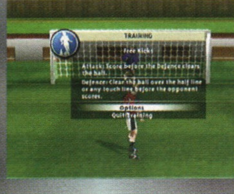
Options

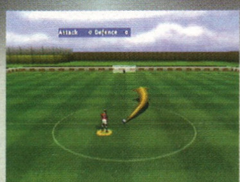
Just flick over the page, here, to have a quick squint at the sheer number of options FIFA '99 offers you. Go on... Right, welcome back. The Player Edit and Team Edit modes are superb, while the Transfer List is a vital, but oft ignored, inclusion. Even ISS '98 didn't have that.



GO! GO!

TRAIN REACTION
FIFA '99 has a flimsy training session, but it does have an interesting way of presenting the action. Like a match, depending on which you practice – attack or defence – each time you complete a task, you go one goal up. So, if you have to defend a free kick, the CPU's job, as the attacker, is to score, while yours is to get the ball back and clear it into touch or past the half way line. Whoever manages to complete their task first gets a goal. Repeat, then, to fade.





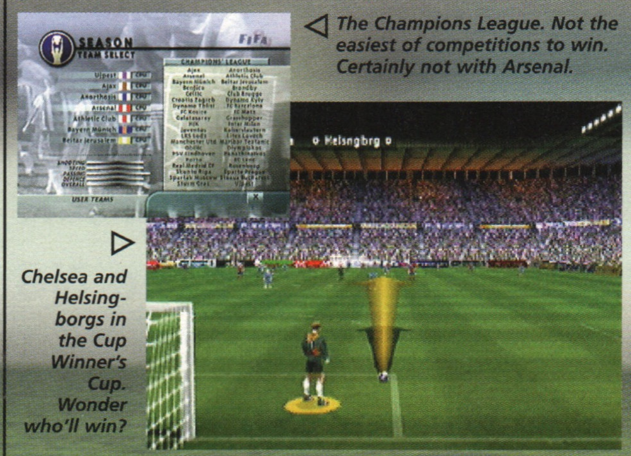
CATCH A MATCH

Despite having a cumbersome old menu system (a load of not-very-easy-to-access hexagons scattered randomly) *FIFA '99*'s chock full of the best kind of options. Here's why...

Competitions

CUPS

Here, then, you've got a choice of European competitions: the incredibly simple Cup Winner's Cup (where, as either Chelsea or Lazio, you could play the competition with your eyes closed and *still* come out as winners), the excellently balanced UEFA Cup (where any one of about eight top flight sides could feasibly win it), and the solidly built Champions League (with Man Utd keeping the British end up as Rangers and Arsenal inevitably crash out). Domestically, there's... not a lot, really. No FA Cup, no League Cup, no Leyland DAF, no nothing. These, rather cunningly, will be in EA's Premier League game later on in the year.

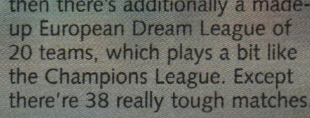


The Champions League. Not the easiest of competitions to win. Certainly not with Arsenal.

Chelsea and Helsingborgs in the Cup Winner's Cup. Wonder who'll win?

LEAGUES

Twelve worldwide leagues to choose from, carefully tailored so, erm, EA can appeal to their core markets. So, there's the English Premier League, of course, the German Bundesliga, the Italian Serie A and the French Division du Saucisson. There's also Belgian, Brazilian, Dutch, Portuguese, Scottish, Spanish, Swedish and American domestic divisions. Which is handy and covers all bases. Especially on the financial front, eh? Wink, wink. If that doesn't tickle your flusset pouch, then there's additionally a made-up European Dream League of 20 teams, which plays a bit like the Champions League. Except there're 38 really tough matches.



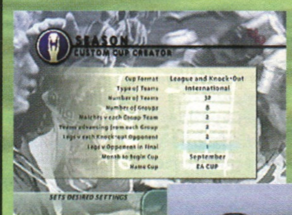




French footie. Oh, sorry, did I drop off? Ha! Only joking. Well, sort of. It's not as dull as German football, anyway.

CUSTOM

If none of this licensed wonderment particularly appeals to you, then you can always go for a spot of customising, both cup and league-wise. The cup sets you up with a maximum of 32 teams (that's *a 62-match season*) – made up of club *or* international teams – and can be either League or Knockout format (the League being a bit like the Champions League... except longer). The custom League competition is fairly similar again, with up to 32 teams able to take part at any one time. You can also tinker with how many times you play teams and when you want the season to start. Handy for a cut-down Premiership of, say, 10 sides.



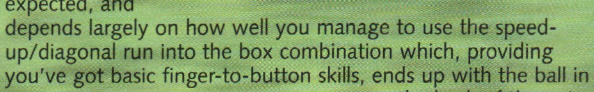


Beautiful. Make up your own leagues and fill them with half-baked teams. Sure-fire victory!

FRIENDLY / GOLDEN GOAL

Friendly matches are fairly self-explanatory fare; just select the teams you want, then play. This is also the case with the Quick Start option where the CPU chooses two teams for you and – *voila!* – you, er, end up with Manchester United and Arsenal, which the game appears to choose four times out of every five. Ahem.

The Golden Goal is a bit random, as expected, and depends largely on how well you manage to use the speed-up/diagonal run into the box combination which, providing you've got basic finger-to-button skills, ends up with the ball in the back of the net *every time*. This option is best if you're both a bit rubbish.

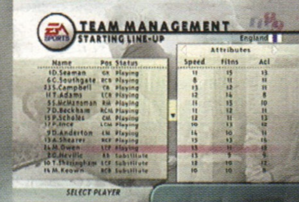




Choose how many golden goals you want to play up to then compete with your friends until one and/or both give up and go and watch Corrie.

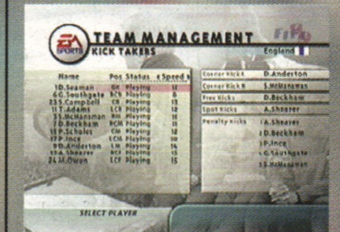
Management

STARTING LINE-UP Make and break careers, as you decide who makes the starting line-up, and who gets given the old heave-ho. Or just go with the CPU's starting eleven which is surprisingly accurate.



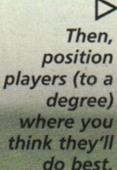
Who do you want to drop and who do you want to play? That's the decision your Hoddle-like mind is faced with.

KICK TAKERS Take a trip through your short-list of eleven men plus substitutes and select the kick takers for corners, free kicks and, in the event of a cup draw, penalty takers. Fairly boring, this.



Okay, they kick and they're takers. Which makes them perfect candidates to be Kick Takers. Commendably, the default players are pretty accurate. Good.

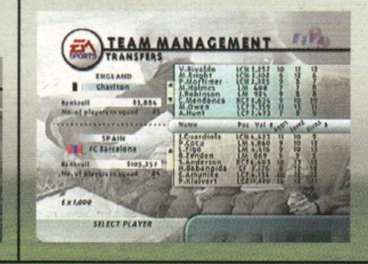
IGM STRATEGY Ah, now *this* is better. A bit. 'Formation' gives you three default formations to choose from – 4-4-2, 5-4-1 and 3-4-3 – but you can also adjust the number of players in defence, midfield and attack up to five, or down to one. Subsequently, there's actually some scope for dabbling with your own choice of playing formation. Additionally, you can also tinker with 'Strategy', making your team more defence- or attack-minded or something in between, and Positioning, which obviously allows you to move those individuals about a bit.



The excellent manual formation change. Play as many in midfield as you want!

Then, position players (to a degree) where you think they'll do best.

TRANSFERS Why more football games don't have transfer systems is a mystery, but *FIFA*'s isn't quite as good as it could have been. Each gamer gets a maximum of 120 transfers and must have a minimum of 16 footballers in the squad. Thing is, with 120 possible swaps available, you'd think you'd be restricted by the budget you're given to work with. Not so. You can nip along and buy Ronaldo, Rivaldo, Shearer, Beckham, Salas, Del Piero and Bergkamp without the bank even raising as much as an eyebrow. Which doesn't seem very realistic somehow. Nope.



Extras

PLAYER EDIT Always a bit of a grin, this. Modify an existing player – by changing his shirt number, adding a new goatee or tagging on that recently grown mullet – or create a hideous freak from scratch, readjusting attributes from a total pool of 72 points (though, oddly, you can just maximise his skills in every department until the points 'pool' goes all the way past zero to -72 points). There's also the opportunity to specify his aggression on a scale of calm to nutter.





TEAM EDIT Once you've spent half your life revamping existing players, you can then save eleven – plus, ooooh, six substitutes – out and throw them head first into a newly named team. Which is where the Team Edit comes in. Once you've got yourself the squad, you can then create their home and away kits with the startling array of variations available (there's even a strange, sword-swipe-style design, which looks like your player has been attacked with a machete, if you colour it red). Now just select a stadium from the 19 on offer.

BRAZIL CUT

Cut scenes are more important to *FIFA* '99 than they've ever been before. At every opportunity proceedings switch to fulsomely drawn – but hideously ugly – players picking up balls, or placing them for corners. And celebrations are equally diverse. One in particular stands out: when one of your players scores, he pelts off towards the corner flag, does one of those half-cartwheel things and then promptly falls over. As he's getting up, his team mates dive on top of him until there's just a mountain of bodies. Probably breaking his arm in the process.



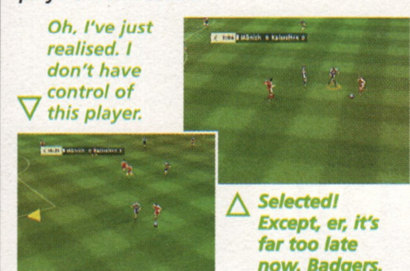
GO! GO!

FIVE RUBBISH THINGS IN FIFA '99

It's the Mr Hyde part of *FIFA '99*. A bit crazy, a bit evil and, er, a bit rubbish…

1 Manual player selection

Pffff. How many years have we had to put up with this? Whilst ISS '98 automatically switches to the nearest player to the ball for you, you have to physically select the player you want to use in FIFA, meaning much running about, wondering why players won't tackle.

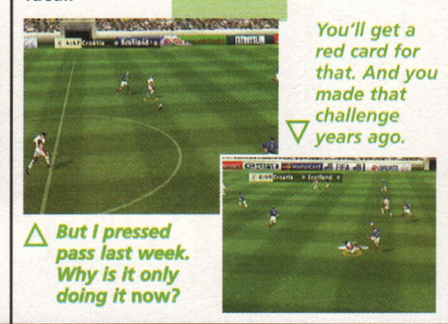


Oh, I've just realised. I don't have control of this player.

Selected! Except, er, it's far too late now. Badgers.

2 Control delay

Been around for donkey's years in FIFA, this. Press pass, wait for the two second delay, and then your player does as he's told. Problem is, in times of panic, you might press pass twice, in which case the player passes and then the receiver passes again. Grrr. Not ideal.

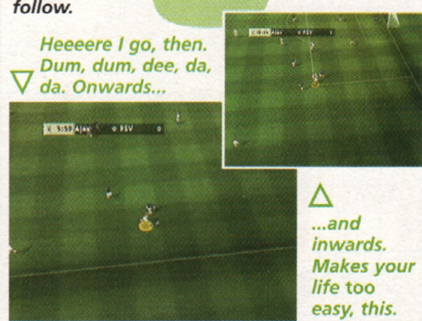


You'll get a red card for that. And you made that challenge years ago.

But I pressed pass last week. Why is it only doing it now?

3 Speed-up

Faaaaaaar too effective, use the speed-up wisely and you can score every time. Simply pick the ball up in your own area, tap speed-up, avoid a couple of lame CPU tackles, get down the wing, diagonal it into the box and then shoot. 7-1 away wins at Man Utd now follow.



Heeeere I go, then. Dum, dum, dee, da, da. Onwards…

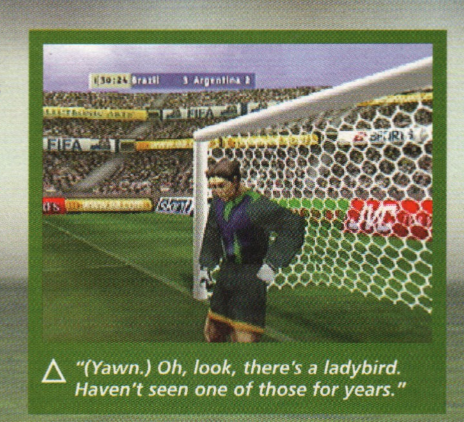
…and inwards. Makes your life too easy, this.



Being impressed by a *FIFA* game normally amounts to being impressed at how much better it is than a previous version of the game, not how much closer it is to bettering the competition. And this is certainly the case with *FIFA '99*, which is a solid, more playable game of football, but one that's still *miles* away from the infinitely more gifted *ISS '98*.

The main problem with *FIFA '99* is that it hasn't solved any of the problems that have weighed down its predecessors year after year after year (no matter how many times they seem to get pointed out). So, there's still manual player selection, there's still control delay and there's still an overall sense that the developers are more interested in how the game *looks* than how it plays. There's also an annoying side issue: the N64 *FIFA*'s never seem quite as smooth and refined as their PlayStation counterparts and, once again, this proves the case with version '99. That said, though, this *FIFA does* come closer than ever to equalling things out, which means there's still a *chink* of hope for next year's incarnation.

Merse does the business at the far post. Then pulls up with a dodgy hammy.



"(Yawn.) Oh, look, there's a ladybird. Haven't seen one of those for years."

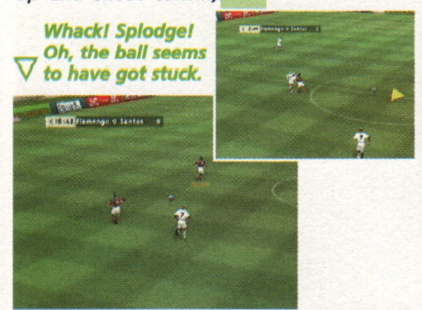
Oh, and another niggle we'll quickly get out of the way – well, *fairly* quickly, anyway – is the under-reliance on moves. Really and honestly, you could probably play *FIFA '99* from start to finish and only ever use the speed-up and shoot button, so effective are both of them. Passing occasionally comes into it (passing, occasionally – pah?!), but because there're a couple of notable 'sweet spots' (places from where you can score every time), there's really no need to fart about in the middle of the field trying to be Brazil. What's the point, when you can pelt it down the wing, carve into the box diagonally and then slot one home past the bumbling goalkeepers (who, for the record, can barely stand up, let alone save anything)?

MASTERY *There's still an overall sense that the developers are more interested in the way the game looks than plays.*

But… there's plenty else to be positive about. Although the pitch is still gluey, if you do decide to persist with a more satisfying passing game, it *is* easier to knock it about than in previous versions of the game, and the pitches themselves seem to

Gluey pitch

Passing in FIFA still feels a little 'sticky'. Slot a ball through the middle and it goes for about 10 yards then slows up for no reason at all, making a passing game an unnecessary extra (especially in light of the fact that you only need to use the 'speed-up' and 'shoot' to win).



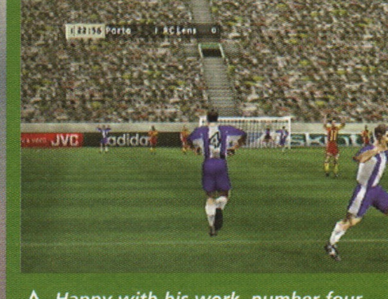
Whack! Splodge! Oh, the ball seems to have got stuck.

Replays

Score a goal and there's just the one, very quick replay. If that wasn't bad enough, when you do slow it down with the use of FIFA's replay control panel, you can only view your dazzling finish from one angle. What good is that? Sort it out, EA. Or take a look at ISS '98.



Better watch closely. 'Cause that's all you get.



Happy with his work, number four heads off to the local curry house.



If in doubt, take him out. Which you have. Hope he's insured.

THE FOULING
There's nothing more satisfying than deliberately fouling an opposition player as he runs through on goal. And, fortunately, the refs don't seem to be particularly well versed in the laws of the game, so the fact that you just committed a professional foul won't even cross their minds. Look out also for the dive, which can often get you a penalty. Or a yellow card. Depends how lucky you are. All you have to do is tap Right-C for a spot of either. Handy stuff.





Robbie Earle goes close against Notts Forest. But, then, James could do that.

Gallacher. Tsch. (He's great for Blackburn, blah, blah – *Martin.*)



have finally been proportioned properly, so there's more space to move around in. Additionally, the old problems of being able to head one home from inside your own half, or clearing the ball and watching it beat the opposition goalkeeper have been solved. You just can't score unscoreable goals anymore.

And, in fairness, whilst there's always that easy goal get-out clause, there are now more ways, more options and more CPU intelligence when attacking. Stream through the centre of the field and your attackers will split off, trying to find space either side of you. This is particularly encouraging, not only as it's something *ISS* has been doing for ages, but because it means you can now put more faith in your computer-controlled team mates. With *FIFA* games past, your players weren't very interested in doing anything, least of all running.

And, with more freedom in the dressing room (especially now the game's got a proper formation and positioning set-up), you can begin to experiment a little, with three at the back and wide men, or two strikers and one floater. In fact, the best moves in *FIFA '99* are almost always the ones involving crosses from either side: a particular favourite in the **N64** office involves getting to the by-line, then pulling it all the way back to the edge of the box, where you've got a midfielder coming in to strike one. Spectacular finishing ensues. Hopefully.

FIFA 99's not perfect, then. And, we rather suspect, it'll soon be shunted into third place by the pleasingly playable *World League Soccer '99* (See the Special Investigation on page 30.) But, at least with this much-improved sequel, there's hope that next year's inevitable follow-up and EA's Premier League game later in the year, will have some of the magic that football fans require. Certainly, this is miles further down the evolutionary scale than that far-off memory, *FIFA 64*. Ho hum.

TIM WEAVER

VERDICT ***FIFA '99 is certainly a solid, more playable game of football, but one that's still miles away from the infinitely more gifted ISS '98.***

8 VISUALS
Some fine animation, and some detailed stadiums. No fuzz either. Impressive.

7 SOUNDS
Motty's holding out for those royalties, but there's plenty of commentary and music.

7 MASTERY
Technically efficient but, in-game, still not quite there.

8 LIFESPAN
A huge array of options and a better, more streamlined game of football.

VERDICT
The best *FIFA* yet, even given the stubborn problems that *never* get taken care of, regardless of how many times they're pointed out. *ISS '98*, though, still reigns supreme.

83%

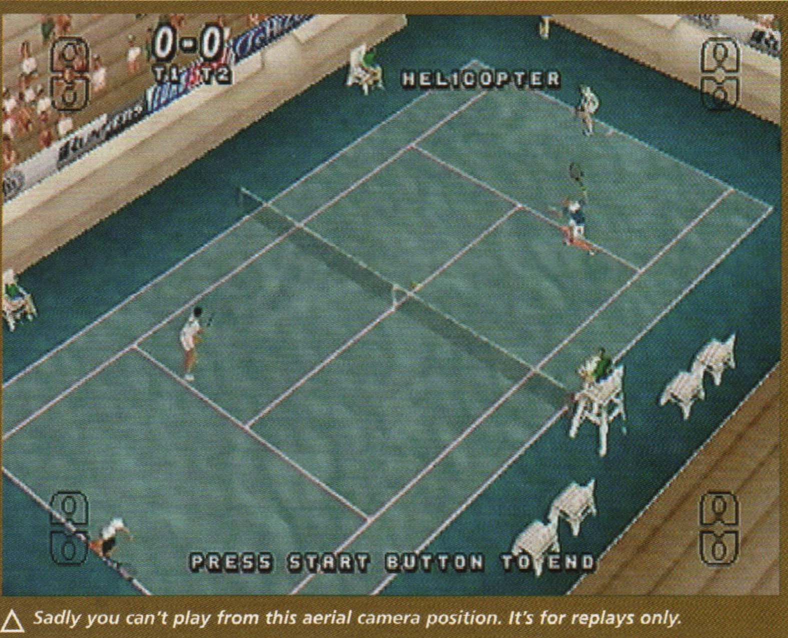
PREVIOUSLY IN N64 We Future Looked *All Star Tennis* in the last issue. We did so.

CAMERA SHY
There are only two in-game views available, with very little difference between them. Both share an irritating flaw in that the view focuses on a spot somewhere between the players, rather than directly on the ball. So you'll hit a raking passing shot, the ball will zing across the court, and you'll have no idea whether it landed in or out because the camera didn't follow it or zoom out to catch it. The only way to tell what happened, other than in the rare event of an instant replay, is to keep an eye on the score counter and see who got credited with the point. Pants.



Twot! Get your laughing gear round that one, Conchita!

Whack! Pick this one out, Bjorkman. You mutha.



Sadly you can't play from this aerial camera position. It's for replays only.

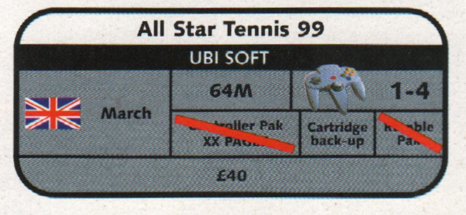
ALL STAR

All Star? All Schmaa? Or just another unremarkably

This is a little bit odd. Most sports games are usually pretty clear on whether they want to be a full on simulation or a slick, arcadey funfest, but *All Star Tennis* can't seem to make up its mind.

One moment it's so picky about timing and positioning that the slightest misjudgement results in the inevitable loss of the point, and the next it's drawing little fiery trails around the ball and teleporting it in random directions across the court. Most important of all, it doesn't do either game style any real justice.

Making a return isn't simply a matter of getting your player to the right spot on the court and pressing a button. You have to think about what side you want to take the shot on, because standing too close to the exact place the ball is going to land results in a weedy defensive poke that the computer will belt back at you at 200mph. What you have to do is position your player at least an arm's length away, preferably on his or her strongest 'wing', and allow for the amount of time it takes to perform your chosen shot. And then you have to take into account the annoying fact that you can only hit the ball in certain directions from either side – choose the wrong shot direction and it just skews off out of play. *Plus* once you've got the hang of that, up and down on the stick controls power, and Z and R add spin.



All Star Tennis 99			
UBI SOFT			
March	64M		1-4
	~~Controller Pak XX PAGES~~	Cartridge back-up	~~Rumble Pak~~
£40			

Confusing as all that pixel-perfect simulation stuff might sound, hardcore tennis fans will no doubt be feeling quite excited at the thought of

Special moves





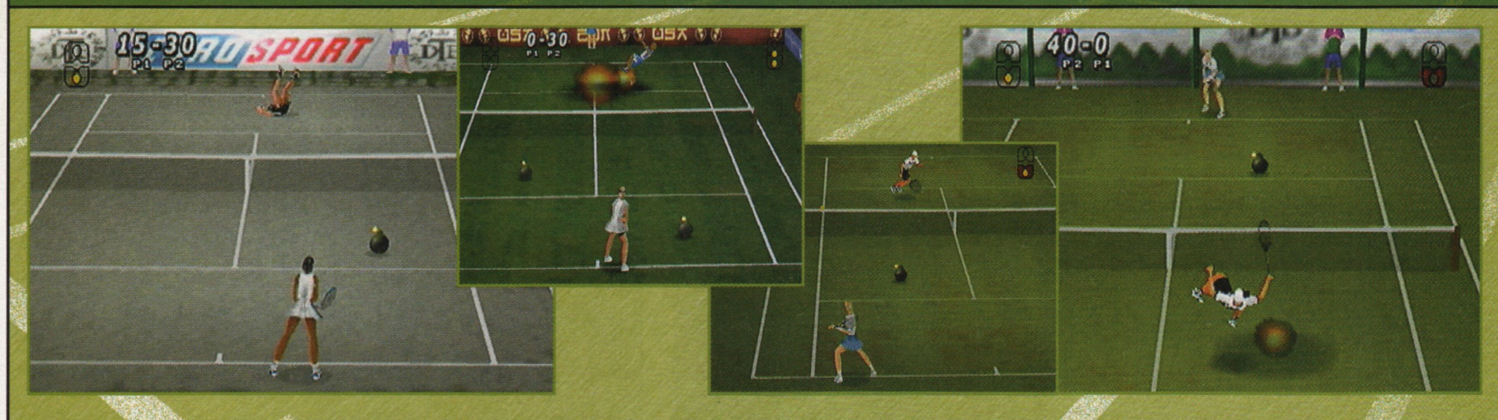




Every time you whack a ball over the net, a little blob appears in the energy bar at the top of the screen. Play with a bit of style and you'll soon find that certain shots are worth two blobs – for example serving an ace, a winning service return, a passing shot or a ball close to the line. Once the energy bar has been filled up to three units, your racquet begins to glow, indicating the availability of one of the game's freakish special moves. Pressing R and Z activates such delights as the Racquet Breaker, the Roundhouse Kick, the Teleport and the Rolling Dive. Slightly odd when you consider the pedantically realistic nature of most of the rest of the game.



What a bomber



Bomb tennis. Or, to be more accurate, landmine tennis. Whenever the ball bounces it leaves behind a few pounds of TNT, primed and ready for the unsuspecting player to stumble into it. It's a complete waste of time as far as we're concerned, either as an alternative game option or a comedy interlude. You won't want to play it more than once because the game is difficult enough without the added challenge of having to tiptoe through a minefield. It's just frustrating – a word you'll come to associate all too readily with All Star Tennis. Maybe they should have included realistic shrapnel injuries to spice it up. Or machine gun tennis – we could have gone for that one.

TENNIS 99

average tennis game?

playing the most authentic tennis game ever made. Hold your horses, though. The first time you get confident enough to attempt a full power shot you'll notice a strange supersonic booming noise as the ball disappears in a mess of fizzing orange triangles. Press Z and R together and all manner of even stranger things begin to happen – teleporting balls, flaming shots and the like. By making ordinary shots you build up a little power meter which can be used to elevate your play to the realms of the surreal. It's a funny enough idea on its own but it doesn't meld at all well with the realism of the rest of the game. You could always have a gentleman's agreement not to use the special moves in a multiplayer game, but the computer certainly won't respect it.

The speed of the game is all wrong too. The players are quick to move around the court but frustratingly slow when it comes to swinging the racquet, meaning that you have to start a shot almost as

▽ The Venus Williams lookalike is a bit of a demon returner. Too good for us.

△ Time for some flying elbows and foot stamping at the changeover. Gouge his eyes out, Amanda.

Yes indeedy, it's bomb tennis. Don't bother with it, it'll only get your blood pressure up. ▷

△ Sometimes the only thing to do is take a quick rest on the court.

COURT OUT

Eight different courts are available to test your Grand Slamming abilities to the limit. Expert players will enjoy the zippy, zingy grass of Britain, whilst the slower European clay courts offer a bit more thinking time. The last category is artificial hard courts found around the rest of the world, which are as pacy as grass but with the high bounce of clay.

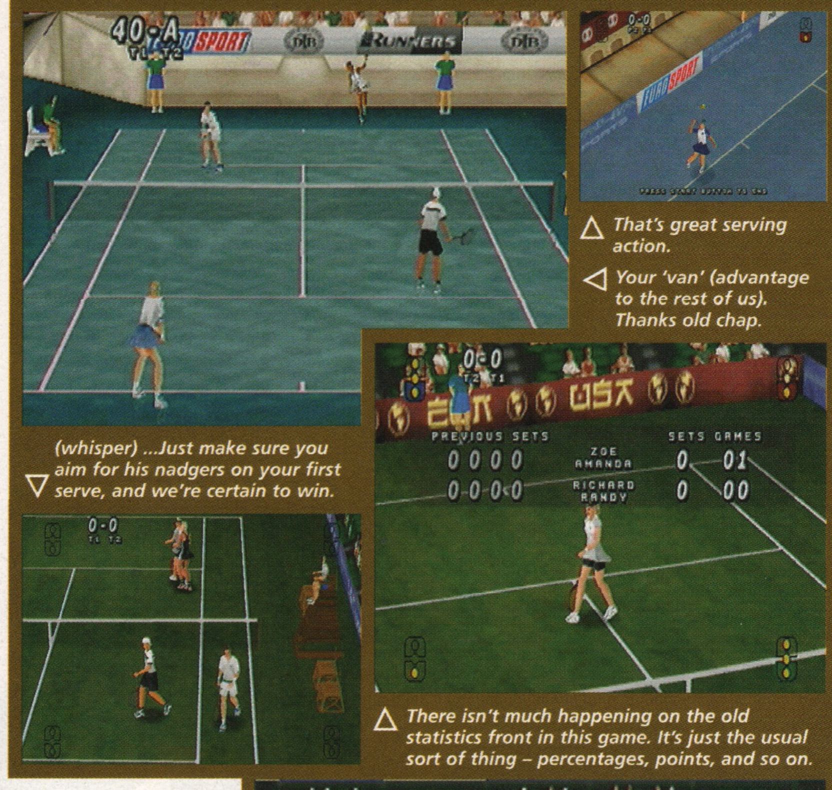








GO! GO! ▷

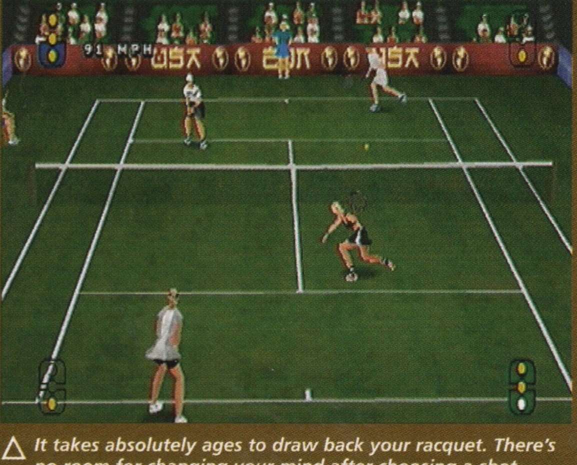


That's great serving action.

Your 'van' (advantage to the rest of us). Thanks old chap.

(whisper) ...Just make sure you aim for his nadgers on your first serve, and we're certain to win.

There isn't much happening on the old statistics front in this game. It's just the usual sort of thing – percentages, points, and so on.



It takes absolutely ages to draw back your racquet. There's no room for changing your mind after choosing a shot.

TOURNAMENT

The tournaments have to be a male/female mixed thing.

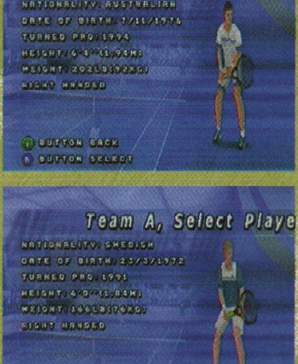
Packed with character

Eight of them anyway, and about as interesting as tennis personalities get these days. There's Mark 'The Scud' Philippoussis, Gustavo 'Lemon Meringue' Kuerten, Richard 'Red Hot Dutch' Krajicek, Conchita 'River of Thighs' Martinez, Michael 'Son of Jackie' Chang, Amanda 'Amanda' Coetzer, Jana 'No Thanks' Novotna, and Jonas 'Who?' Björkman.

Instead of paying for the rights to use these names we reckon Ubi Soft would have been better off going for a John McEnroe or Jimmy Connors tie-in. Much more interesting.







Select Playe

Team A, Select Playe

VISUALS 6
Solid figures, good animation, feeble camera work.

SOUNDS 7
There's quite a bit of cheering and a few extra touches such as rowdy fans and mobile phones. Okay.

MASTERY 5
Not helped by the fact that the game plays much better with the D-pad.

LIFESPAN 7
As with any average sports game, you'll get a lot more out of it if your friends like it too.

VERDICT
Depressingly ordinary. If only the developers could have decided on either an arcade game or a simulation, not some average hybrid of the two.

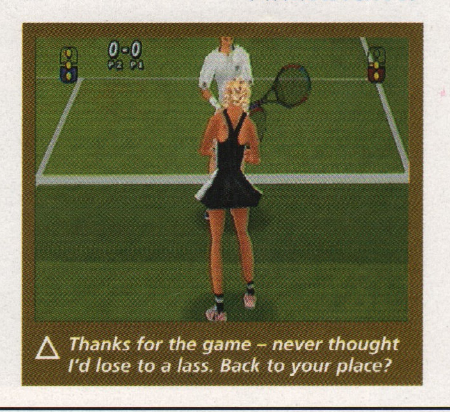
68%

soon as the ball crosses the net – meaning that due to the very unhelpful artificial intelligence 'assistance', you'll find your player diving when you wanted to perform a running shot, or blocking when you wanted to smack the ball into your opponent's face. Why, when there are two C-buttons going spare, didn't they have a separate button for diving or defensive shots?

If you can ignore its obvious failings – and let's face it, the N64's only other tennis game isn't a classic – *All Star Tennis* has its moments. In the two player game you can get some terrific rallies going, with loads of spectacular diving returns, net cords, whacking cross-court passes and cheeky little drop shots. There's enough incidental animation to make the game look quite impressive at times, even if the camera does have a touch of the old *FIFA* shakes when it zooms in on a player at the changeover.

It's just that despite all its nice touches and fan appeal, most of *All Star Tennis* is too flawed, too dull, too uninspiringly average. It's a slightly more involving game than *Centre Court Tennis*, but, as with Hudson's effort, we'd only recommend it to those desperate for a bit of tennis action on the N64.

MARTIN KITTS



Thanks for the game – never thought I'd lose to a lass. Back to your place?

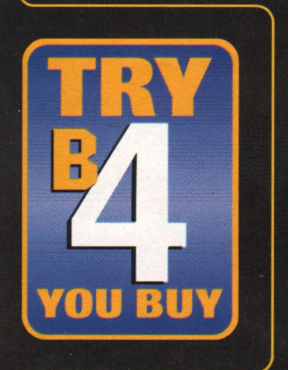
RENT ANY GAME AND IF YOU ARE ENTIRELY SATISFIED WE'LL GIVE YOU YOUR MONEY BACK



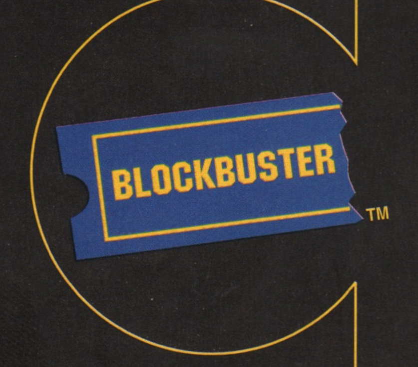








Before splashing out on a game, you should find out whether it's worth the cash. So first, rent it at Blockbuster, take it home, try it out. If you decide to take the plunge, buy the same game at Blockbuster within a month, and we'll refund the price of the rental.



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PREVIOUSLY IN N64 We twisted some chameleons in issue 25's Coming Soon section.

BALLOONY!
The air balloon section of *Twist 2*'s first level has apparently been designed purely to showcase the game's deficiencies. You're meant to lick up the birds which rest on the balloon's basket, and chuck them at the hearts and stars which float by. But because you can't rotate the camera, and the empty sky provides no reference points, there's absolutely no way of telling in what direction the bonuses are, making the whole experience a farce. Playtesting, anyone?





△ Eat the mushrooms and give the boss a good tongue lashing – Chameleon stylee!

Whoo, check out the spectacular explosion. ▷

△ Somewhere, over the rainbow...

△ Chameleon hockey! Outstanding stuff.

A walking flower. With a funny little snout. ▷

CHAMELEON TWIST 2

Twist again? No thanks.

Chameleon Twist 2			
INFOGRAMES			
Out now	96M		1
	Controller Pak 12 PAGES	Cartridge back-up	Rumble Pak
£40			

VISUALS 7
Fairly simplistic, but do their job, and move like the clappers.

SOUNDS 6
Typical music and spot FX straight from Platform Game World.

MASTERY 5
The sparseness means this could easily be achieved on any platform.

LIFESPAN 4
All of two hours, now that the multiplayer mode's gone.

VERDICT
There's potential platforming fun available, but it's crushed under the weight of tedious puzzles and difficult navigation.

55%

There were plenty of things wrong with the original *Chameleon Twist*, but the most striking was that you'd be greeted with the end sequence after as little as 60 minute's play. Happily, the developers have knuckled down to solve this problem, and the result is that you'll have completed the sequel within, ooh, about two hours. If that weren't enough, the sliver of longevity that this adds has been swiftly counter-balanced by removing the original's multiplayer game. So that's that problem solved, then.

In fact, despite all this and other ever-so-slight alterations, the game's main fault is its *similarity* to the original. It's still a 3D platformer in the mould of our learned friend *Mario 64*, and it's still got its four central chameleon characters to choose from, who can use their long, manoeuvrable tongues to latch onto walls, pull themselves over gaps and cram bad guys into their mouths. The trouble is, most of the original's flaws have come back to haunt it, too.

Twist 1's camera was a nightmare, but the sequel is like having a nightmare *and* waking up to find Shane Richie in your bed. Bizarrely, the game defies convention by refusing to let you rotate the view around the main character. Thanks to this semi-fixed angle, even running in a straight line and performing simple jumps becomes taxing, and it's not too long before the awkward controls join in and make lining up your tongue and swinging around poles much trickier than it should be.

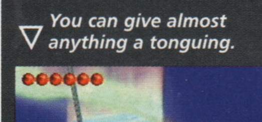
There have been some improvements in an effort to liven things up. The reptilian wonders have bought themselves umbrellas to cushion their falls, and the horribly claustrophobic indoor levels from Part 1 have been replaced by all-new wide open spaces. In the process, everything's been made a lot smoother and graphically more refined, making *Twist 2*'s six levels an eye-pleasing, if contrived and sparsely-populated, bunch.

But as you get to know *Twist 2* better, you begin to realise that it's striving for *Yoshi's Story*-style greatness – easy to complete, but packed with alternate paths and objects to collect for completists. Sadly, it fails simply by being *too* easy, and by chucking the same annoying puzzles at you time and again – the developers particularly favour the incredibly infuriating 'choose the correct lift at random or die' game. In addition, a healthy proportion of puzzles are, incredibly, imported directly from *Twist 1*.

Chameleon Twist 2 is one of those games that you almost feel sorry for. It tries so very hard, and the characters are much easier to like than insane bandicoots or purple dragons, but the developers just haven't got the necessary magic to make the game anything other than a sparse, monotonous, empty platforming game. That you can finish in two hours.

MARK GREEN

▽ You can give almost anything a tonguing.



▽ It's a giant ice lolly or something. Nice.



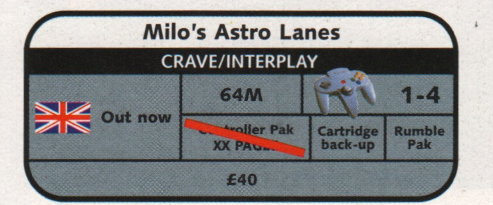


△ Things take a twist for the surreal, as the floating rabbit reveals more of the plot.

PREVIOUSLY IN N64 We believed this might be alright in N64/25. We were wrong.

MILO'S ASTRO LANES

Welcome to Yawnsville. Population: this old tat...



Milo's Astro Lanes				
CRAVE/INTERPLAY				
Out now	64M	Controller Pak XX PAGES	Cartridge back-up	1-4 Rumble Pak
£40				

And there's such a difference between them. An alien that speaks with an American accent. Amazing what they teach them these days, eh?

For God's sake bowl, man! The sooner this is over, the better.

Oooh, which lane to go for. Rather do neither, if it's all the same.

Milo's Astro Lanes is stunningly dull. Sorry to break it to you like that, but it is. Normally we don't make a habit of writing off a game even before it's had a couple of paragraphs worth of description, but, frankly, *Milo's Astro Lanes* filled us with a sense of impending dread the moment we switched it on. And things didn't really get any better. Nope.

See, bowling is, at the best of times, an average console idea. Of course, we're not knocking Saturday evenings down at the local bowl-a-rama with a couple of friends, because that's good fun. But, squeezed into a little grey cart, bowling quickly becomes about as appealing as being bitten by tsetse fly. And there's a simple reason for that: Saturday night bowling lasts an hour and costs a fiver. *Milo's Astro Lanes* lasts an hour and costs forty quid.

Naturally, having spent the same amount of money on *this* as you could have done on *Turok 2*, you're going to have to at least *try* to play it for more than a hour. But, it's impossible. It's just so mind-numbingly dull. Even with 12 courses, six 'whacky' characters and six balls eventually accessible, it's hard to motivate yourself to play past the first three lanes (which you must master and beat before you can progress onto the next course... oof).

The problem with *Milo's* is that it's just not very much fun. Balls go down alleys *incredibly* slowly, pins get knocked over and just *disappear*, then characters mumble something unintelligible and *that's it*. Repeat to fade. Except, of course, there's those 'special' moves – in the form of collectable stars on the alley which are accessible via Z – that do funny things to the ball, like splitting it into three, or turning it into a HUGE version of its former self. The effect? Er, well the huge bowling ball obviously crushes everything in its path, while the three-pronged attack gives you a better chance of picking up a strike. Except on the courses where there's a gap in the alley and the balls just fall through the gap.

But, then, that's *Milo*'s claim to fame: the courses are *different*, a bit like the bowling equivalent of Crazy Golf and, as you progress, things get trickier and more surreal, with pinball-style flippers, snaking lanes and uphill alleys. But, even with the oddly-shaped lanes, fairly diverse power-up stars and scattered speed-ups that just *about* up the pace of the game, the bare-faced truth is that *Milo*'s just wasn't a very good idea in the first place. Regardless of whether it's set in space or not, bowling, as a console game, is yawnsome.

Still, watch out for Crave's next game: Eric Bristow's Underwater Darts.

TIM WEAVER



Select your player. Please.



This is Milo. Bet he's happy about his game.



Now just watch them all disappear.

The BIG bowling ball that crushes every-thing that falls in its path.

5 VISUALS
Mildly acceptable marriage of poorly done characters and bowling alleys.

2 SOUNDS
Shocking sampled speech that you can barely hear and music that immediately grinds.

3 MASTERY
Not for the most part. Next!

4 LIFESPAN
You can try and squeeze life out of this tired old game. But it's hard.

VERDICT
The trouble with *Milo's Astro Lanes* is that, even before Crave added the space bit, a bowling game was a stupid idea. So, you know, draw your own conclusions.

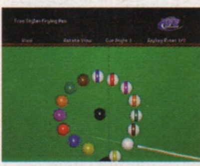
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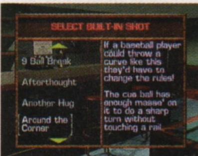
PREVIOUSLY IN N64 We previewed Virtual Pool in issue 22. We did, yup!

VIRTUAL POOL 64

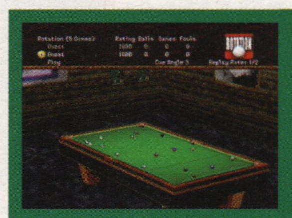
Virtual Pool 64				
INTERPLAY				
Out now	64M			1/2
	Controller Pak 78 PAGES	Cartridge back-up	Rumble Pak	
£40				

TRICKY!
You might think that John Virgo knows all there is to know about trick shots, but spend a while with *Virtual Pool*'s extensive trick shot library, and *you* could be Jim Davidson's next comedy foil. The balls

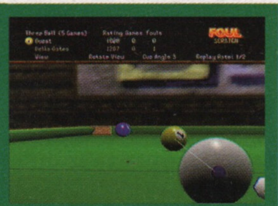




for each shot are laid on the table automatically, so all you have to do is get the aim and speed right. It's an interesting diversion, and your messed up shots won't ever be exposed to the whole nation on Auntie's Bloomers.







The water's lovely! Oh, not that kind of pool...

The N64's first pool game, eh? How do you go about reviewing one of those, then? Round balls – check. Controllable cue – check. Accurate physics – check. *Virtual Pool*, despite slipping out while no-one's been looking, has got it all, and the result is an unexpectedly enjoyable simulation of everyone's favourite ball-and-cue game. Except snooker.

Virtual Pool's visuals are brilliant, and one in the eye for smarmy PC owners. Everything's been produced in eye-splintering hi-res crispiness, making the balls the smoothest, roundest things you've ever seen. Admittedly, the game gets away with this because it hasn't got very much to move about, and when the balls do start flying there's often a sudden attack of the jerks, but the sense of realism infinitely benefits from the sumptuousness of the graphics.

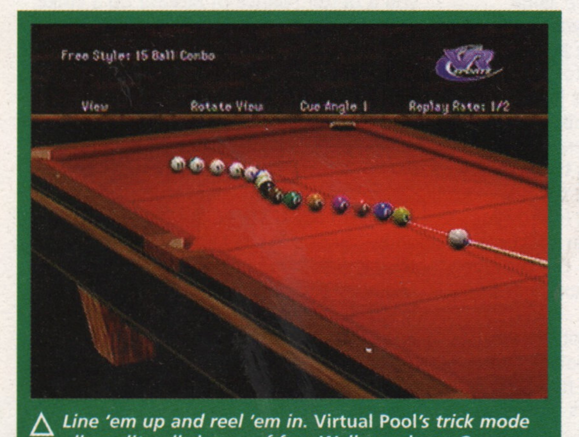
Interestingly, Crave have adopted the analogue stick as a kind of 'virtual pool cue'. Pulling the stick towards you eases the cue back, which can be followed by a slow push forwards for a gentle nudge, or a quick flick to create a lightning-fast strike that'll send the cue ball flying off the table. Initially, it's tricky to deal with, with shots inevitably struck too hard as your fingers adjust, but with practice it becomes a surprisingly natural system, with the other cue and camera controls intelligently placed on the C-buttons.

Virtual Pool's trump card is its ball physics, which would put Newton to shame. Every roll, bounce, click and rebound *feels* exactly right, and you never get the impression that a missed shot was the fault of anything but your own mis-judgement. It's a shame that the computer opponents are as perfect as the physics – even those rated 1112th in the world can clear a table in one turn with consummate ease – but at least there's an impetus to improve your play and, ultimately, whup their asses.

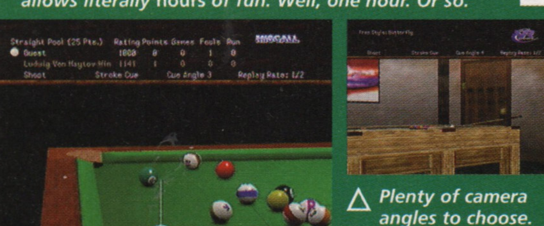
There's only one other major problem – as soon as the cue strikes a ball, the camera sets off on a futile attempt to keep up with it, which usually involves most of the action taking place off-screen, and an almost apologetic zoom out to show the whole table when the balls have finally stopped moving.

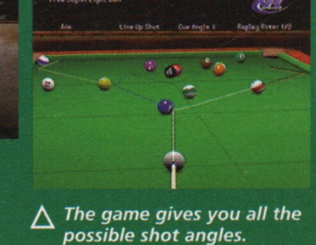
But those are our only real complaints. If anything holds *Virtual Pool* back from true greatness, it's the nature of pool simulations as a whole – they're always lonely experiences in one-player (especially without a story mode to really pile on the atmosphere), and a poor alternative to just going down the pub with a group of friends. But Crave's attempt is still a realistic and pleasing interpretation of ball and cue, which comes without the arguments that you'd get down at the public house about who's next on the table.

MARK GREEN



△ *Line 'em up and reel 'em in. Virtual Pool's trick mode allows literally hours of fun. Well, one hour. Or so.*





△ *Plenty of camera angles to choose.*

◁ *And realistic ball physics.*

△ *The game gives you all the possible shot angles.*

VISUALS 7
Lovely round hi-res balls but the backgrounds are iffy at best.

SOUNDS 1
Merely functional effects, and the worst music ever to grace the human ear.

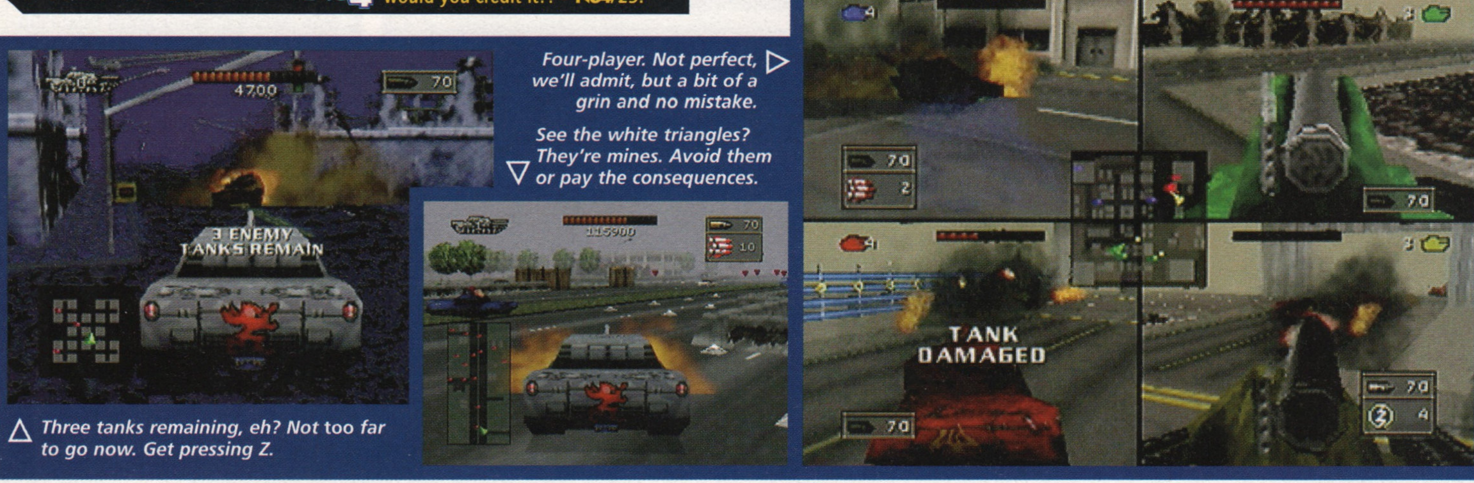
MASTERY 5
A pool sim isn't ever likely to push the N64.

LIFESPAN 8
The sheer range of games and multiplayer options should hold your attention.

VERDICT
It's only a set of balls and a big stick, but its accuracy means it's as difficult to put down as the real thing. Only let down by the insane camera.

77%

PREVIOUSLY IN N64 We previewed *Battletanx* in – would you credit it?! – **N64**/25.



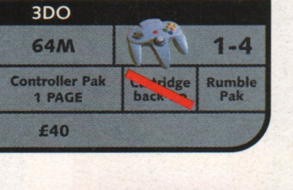
Four-player. Not perfect, we'll admit, but a bit of a grin and no mistake.

See the white triangles? They're mines. Avoid them or pay the consequences.

Three tanks remaining, eh? Not too far to go now. Get pressing Z.

BATTLETANX

Basic? Yep. Rubbish looking? Undoubtedly. Strangely compulsive? Oooh, certainly...



Battletanx			
3DO			
March	64M		1-4
	Controller Pak 1 PAGE	Cartridge back-up	Rumble Pak
£40			

It begins with an utterly awful – but admittedly quite amusing – story which is not only accompanied by some of the worst 'drawings' we've ever seen (we're talking pre-playschool, here), but also has it that women have been wiped off the face of the Earth thanks to an, er, woman-ravaging disease that originated from South America. Strewth.

It then moves into the main game which, being kind, looks a little *retro*. Being less kind, you'd have to say that *Battletanx is* an Amiga game. Crusty old scenery, drab browns and greys, smudgy textures and no real-time lighting *at all*, despite the fact that explosions are going off left, right and centre. Additionally, the music absolutely *stinks*. It's just *rubbish*. But, if ever there was an advocate of content-over-style, *Battletanx* is it. Yup.

The premise is cretinously simple: pilot your tank through a series of post-apocalyptic landscapes, completing fairly simple mission objectives and, um, that's it. To spice things up a bit, though, each arena is scattered with power-ups (guided missiles, swarmer missiles, lasers, mines, extra tanks), a variety of multi-coloured enemies (both of the tank and turret persuasion) as well as completely demolishable scenery. Almost *all* of *Battletanx*'s environment can be flattened with a couple of well-placed cannonballs (accessible with Z).

So, setting to work on the game you'll quickly discover that, in truth, there's not really *that* much skill involved in playing *Battletanx*; all you need to be able to do is aim and shoot in vaguely the right direction and you'll whizz through the one-player game. Difficulty comes later on, as enemies get tougher, but they don't really become any more intelligent and, in any case, you start to learn how to avoid them and, also, where and when to pick up and use first aid boxes. It's good, unfussy fun, mind, and with the story becoming ever more ludicrous as you progress, you'll find, despite being able to complete the game in a day, you won't be able to hate *Battletanx*. Instead, you'll wish that there was a bit more to it.

Its forty quid asking price is made to look less weighty, though, by a terrific little multiplayer, stashed with all the best kind of options and an entertaining, moreish feel. Stick the deathmatch onto Battlelord, and there's also quite a clever little twist: by pressing Top-C, you can toggle between your tank, as it pelts around a choice of decimated American cities, and your base turret, which you must use to fend off other players' tanks as they try to blow up your HQ. And, of course, if everything's going pear-shaped, *Battletanx* has the ultimate get-out clause: a nuclear weapon that completely obliterates everyone on the level.

Which leaves *Battletanx* as a game that you certainly *won't* spend £40 on. But maybe – *juuuust* maybe – might consider if it ever turned up in your local Blockbuster. Hootsome stuff.

TIM WEAVER

Friendly Fire means you've opened fire on your own base.

She probably wants to go, mate. Dumb ass.



Tank crushage. You're about to die a death.

Breathtakingly poor.



4 VISUALS
All a bit Amiga.

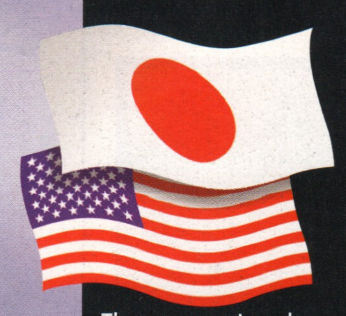
2 SOUNDS
Ooof.

6 MASTERY
Technically, no. But there's just *something* about it.

7 LIFESPAN
A surprisingly fine deathmatch makes up for the lack of one-player challenge.

VERDICT
Never outstanding, but an amusing, straightforward little game of wanton destruction.

74%

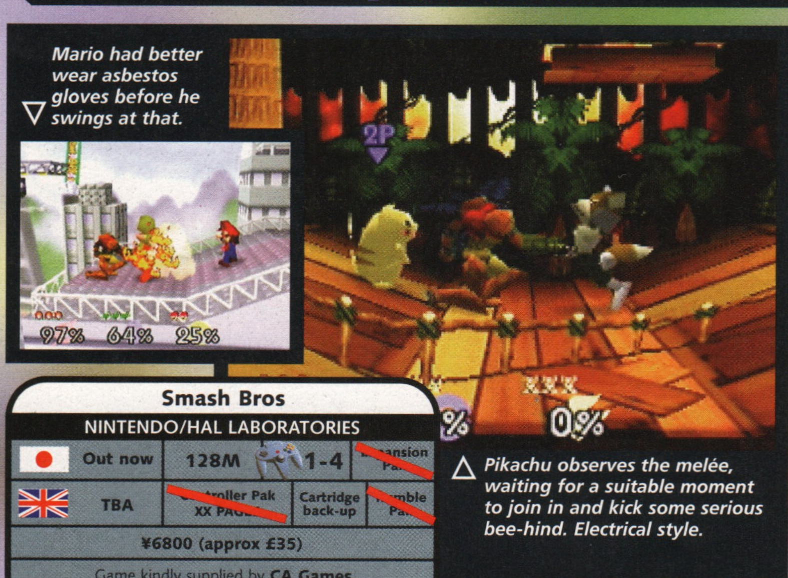


The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA



We Future Looked *Smash Bros* last month. That'll be **N64**/25, then.



Mario had better wear asbestos gloves before he swings at that.

Pikachu observes the melée, waiting for a suitable moment to join in and kick some serious bee-hind. Electrical style.

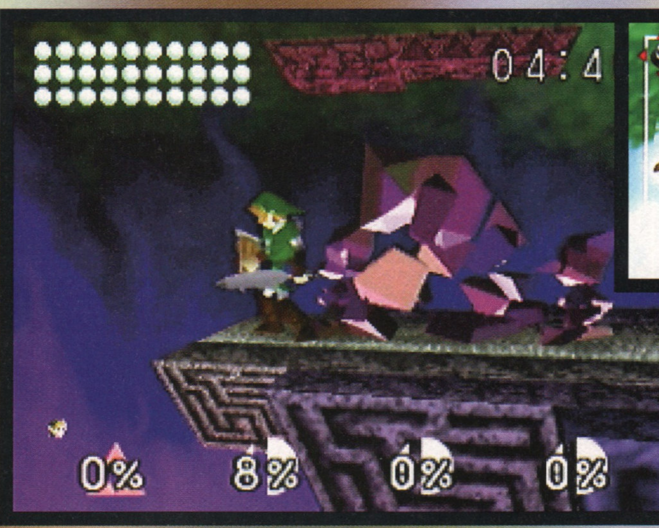
Smash Bros			
NINTENDO/HAL LABORATORIES			
Out now	128M	1-4	~~ansion Pa~~
TBA	~~troller Pak XX PAG~~	Cartridge back-up	~~mble Pa~~
¥6800 (approx £35)			
Game kindly supplied by **CA Games** 0141 334 3901			

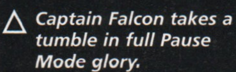
If we had a penny for every time we've heard someone say that the N64 needs a really good beat-'em-up, we'd have about, ooh, £5.36p to spend on sweets. The closest we've yet come to a genre-defining N64 fisticuff simulator – the innovative *Fighters Destiny* – was, for the most part, great, but still not quite enough to compete with the (yawn) *Tekken*'s and *Virtua Fighter*'s of this world.

But here comes *Smash Bros*, released in Japan less than two months after it was first announced, and featuring, unbelievably, all your favourite Nintendo characters beating seven shades of the proverbial out of each other. It's a wonderful, wonderful concept, but – crucially – is it one that can deliver the goods, combo-wise? And is it *really* such a good idea to put all of Nintendo's best-loved characters into a beat-'em-up? And, more importantly, is Kirby really any good? All these questions, and more, will be answered on the following pages. Read on...

N64 MAGAZINE STAR GAME

SMA







As with any good beat-'em-up, there's a full practice mode to try out your combos.

No, it isn't Glover. It's the rock hard boss glove thing.

Captain Falcon takes a tumble in full Pause Mode glory.

You have to beat 30 of these impostors!

Kirby's stage is just about the cutest and most 'homely' one.





Can it be true? Have we finally got a beat-'em-up to die for? And one, incredibly, with *Yoshi* in it?

SH BROS

This is how we do it

Rather than using a health bar, like most beat-'em-ups, and then putting the emphasis on whittling it down and knocking your opponent out, *Smash Bros* takes an altogether different approach to virtual violence.

The aim in Smash Bros is to knock your opponents off the edge of the arena, by hook or by crook. You can set how many 'knock-offs' you need to win at the character-select screen, from one to five. Also, in the multiplayer game, you can choose a timed game, meaning that you have to accrue the most knock-offs within the time allowed.



When it says 'very hard', it isn't joking.

There are plenty of ways to play the game.

Along the bottom of the screen there's a percentage mark for each character playing. This represents how much damage you've taken – and, once you've taken over 100 percent damage, it becomes far easier to knock you off the arena. Take 300 percent damage, for example, and a simple punch will send you flying. Good, eh?



Progressing through the single-player game is far more inventive than any beat-'em-up we've ever seen. It consists of one-on-one fights, team fights (you and another character versus Mario and Luigi, or, in one case, three of you against the massive Donkey Kong) or, most dauntingly, you against multiple enemies (such as Yoshi Team and Kirby Team).



Link gets Kong to help him against Team Mario.

Kicking a purple Yoshi in the vitals is pleasure itself.

LEVEL UP!

The levels in *Smash Bros* are, for the most part, great. Varying in size, they go from the fairly hectic cramped quarters of Mario's Peach Castle stage (dangerously tiny lower level) to the multi-levelled, pleasingly large Hyrule Castle, which is certainly our favourite so far. But! There is also a secret level, modelled on the classic SNES *Super Mario World* design. The catch? You'll have to complete the game (on Very Hard difficulty with *every single character*). Which isn't easy, no sir.

GO! GO!

DRESS REHEARSAL
In the finest tradition of fighting games, you can change everyone's costumes into a more desirable colour. Tapping the C buttons on the character select screen will produce one of three extra colour schemes for each Smash Brother – except in the case of Pikachu, who gets a fetching little party hat (apparently, it was his birthday just before the Japanese release of the game), and Purin, who gets a sweet little bow on the back of her head. Aaah.





Old friends, familiar faces

Smash Bros's eight-strong cast (excluding the four secret characters) boasts a line-up of Nintendo's best-loved characters, from games both old and new, some of whom we never thought we'd see in the world of 64-bits (indeed, the masses of you out there that are pining for an N64 update of *Metroid* can take heart that Samus is a cracking Smash Brother. Or should that be sister?). Let's take a look at them all...

Link

Hero of the expectation-shattering, superlative-defying Ocarina of Time, our Hylian friend is, fantastically, one of the very best characters in the game. He's fast, flexible and, well, a splendid choice for any occasion. The pointy-eared lad's done good again. Get in!



The hookshot is a bit like Scorpion's MK4 spear thing.

MOVES OF CHOICE

Magic Sword Swipe (Up+B): *The same devastating spin that Link was granted by the Great Fairy of Death Mountain. Immediate, effective, and it doesn't use any magic points – simply brilliant.*

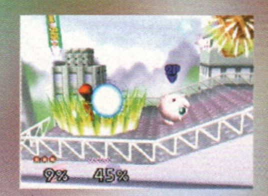
Hookshot (R): *A simple tap of the R button will deploy Link's Hookshot, pulling the enemy towards you and allowing Link (by tapping R again) to kick the unfortunate opponent into the stratosphere.*

The sword swipe – a truly devastating move. Poor Pika.



Samus Aran

Not seen since Super Metroid on the SNES, the power-armoured Samus is Wil's favourite character, and a darn good choice all-round. And for those of you that don't know... Samus is a lay-dee. And hard as nails. Now, let's just hope that her appearance here spurs someone on to a Metroid update....



The green blast wave gets everyone in Samus's vicinity.

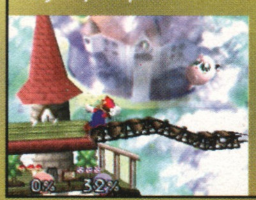
MOVES OF CHOICE

Blaster Charge (B): *Hold down B to charge up Samus's blaster – once it's fully charged, Samus will flash, and another tap of the B button will send off a huge ball of hurt. Nice.*

Laser Grapple (R): *This is pretty much identical to Link's Hookshot, except it's graphically more impressive. Once again, hold down R to deploy the grapple, then tap R again to fling your hapless prisoner skywards.*



Mario



Mario administers a right spanking with the mighty whirlwind punch.

Ha! Kiss my face Purin, you pink punk.

Everybody's favourite plumber makes a stylish return to form as Smash Bros' middleweight character. Excelling in pulling off multi-hit combos, he eschews flashy attacks for plenty of punches, kicks and jumping attacks, many of which you'll have seen in Super Mario 64...

MOVES OF CHOICE

Whirlwind Punch (Jump+Up+B): *Get below someone and you can pummel them high into the sky with a possible 14-hit combo, with each hit accompanied by a coin, just like in Mario's own games. Plum.*

Mega Punch (Forward+A): *A cracking finishing move. Cause enough damage to an enemy and this is guaranteed to get you a point.*

Donkey Kong



Kong is a real powerhouse of a character.

Making an appearance in anticipation of Rare's promised end-of-year blockbuster, Donkey Kong seems to have gone back to his evil, Mario-thwarting roots, here. And he's massive – which means, of course, that he's slow but strong. Get one of his haymakers to connect and you're laughing.

MOVES OF CHOICE

Spin Attack (Up+B): *This can also be used as a gliding add-on to a double jump, as Kong spins and flies through the air. As well as flattening anyone he hits.*

Big Punch (B): *Magic. Like Samus's Blaster Charge, hold down B and Kong will swing his arm around and around, powering up his attack. Tap B again and knock the living daylights out of someone.*



POWER UPS!

It's true! In the finest tradition of all the best Nintendo games, there are a number of power-ups that appear randomly throughout each bout. They all differ in effect, but they can all be used to help your chances of winning. Here are some of our favourites...

BEAM SWORD

An honest-to-goodness Lightsaber. It even makes the requisite humming noise. Pick it up and send enemies sprawling with the gentlest of swipes.



HAMMER

From the original *Donkey Kong* arcade game – you can't jump high with it, but anyone hit by it will go flying. And when you've got it, the music from the original arcade game plays.



HEART CONTAINER

Fresh from *Zelda*, this health-restoring beauty will rest your damage percentage back to a big lovely zero.

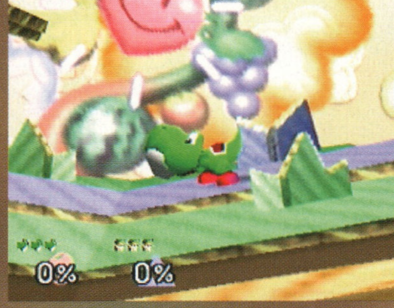


RED SHELL

One of our favourites from *Mario Kart*, this does exactly what it always has – homes in on the nearest enemy. Great.



Yoshi



How can the adorable star of Yoshi's Story (officially the cutest game in the world ever) possibly be any good in a beat-'em-up? By using his ever-useful tongue. Yoshi is possibly the most frustrating character to play against, due to his habit of swallowing you and turning you into an egg. Git.

△ *Yoshi licks up another unsuspecting foe...*

▽ *...And plop! He's tucked up in a green speckled egg.*

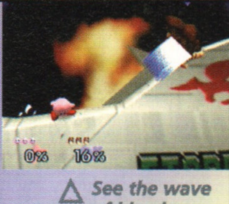


MOVES OF CHOICE

Egg Eat (B): *A simple tap of B will cause Yoshi to stick out his tongue and swallow anyone in the vicinity, pooing them out as a huge egg (which sounds disgusting). Simply line yourself up, and when they're 'de-egged', wallop 'em.*

Swallow Spit (R): *Almost as icky as the Egg Eat, tapping R will allow Yoshi to swallow someone whole (yes, even Kong), and spit them out again with a tap of another button. Erk.*

Kirby



△ *See the wave of blue laser stuff? Kong can't avoid it.*

Not quite as well known as the other Smash Brothers, Kirby (star of two Game Boy games and one SNES appearance) is a huge pink ball of undeniable cuteness. But don't let that put you off – he can be deadly in the right hands, thanks to a chameleon-like ability to steal other character's abilities.

MOVES OF CHOICE

Kirby Strike (Up+B): *This mighty attack sends a shockwave of blue nastiness across the ground, knocking anyone in its path over. Can be combined with jumping to great effect.*

Ability Steal (B): *Stand near another character and press B to suck them into your mouth (!). Hold them for a few moments, spit them out, and you'll be wearing something that mimics that character (ie, furry ears for Fox McCloud, green hat for Link, monkey suit for Kong). You'll also be able to use most of that characters' abilities.*

Kirby opens wide, and Kong is powerless to resist. ▽



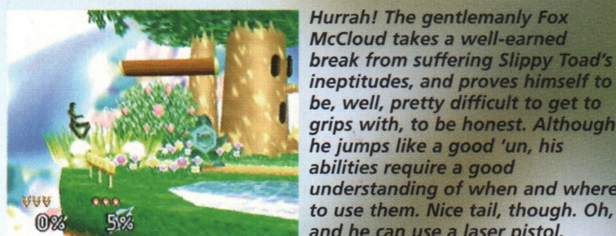
PAUSE FOR THOUGHT

Pausing the game while you're playing gives you another added extra. The action freezes around your character, complete with any special effects, explosions and so on, and, using the analogue stick, you can rotate the camera around Link/Mario/Kirby/whoever. It's of no practical use, but it's a charming touch, and one that's perfect for a 'best scene' competition… should the game ever get a PAL release.





Fox McCloud



Hurrah! The gentlemanly Fox McCloud takes a well-earned break from suffering Slippy Toad's ineptitudes, and proves himself to be, well, pretty difficult to get to grips with, to be honest. Although he jumps like a good 'un, his abilities require a good understanding of when and where to use them. Nice tail, though. Oh, and he can use a laser pistol.

△ *Fox is invulnerable to attack when shielded.*

▽ *Very handy for knocking tough nuts off their platforms.*



MOVES OF CHOICE

Electro Shield (Down+B): *Not only does this protect our furry hero from harm, it actually reflects projectile attacks (such as Link's Boomerang, and Samus's Blaster Charge) back at their owner. Which is always handy.*

Quake Attack (Up+B): *Although it takes a second or two to charge, this flaming attack will decimate anyone above Fox. While it's charging, though, you can direct the attack to the sides with the analogue stick. Guaranteed to get you a point.*

Pikachu



△ *The lightning strike is the business.*

Everyone's favourite Pocket Monster just had to make an appearance, didn't he? And, despite his adorably huggable exterior (he carries power-ups in his mouth. Bless), his range of electric attacks are most definitely not to be trifled with. Like Fox, a bit tricky to get to grips with, but Pikachu's moves are far more flexible. And deadly.

▽ *Akin to opening up a can or two of 'whup ass' we'd say.*

MOVES OF CHOICE

Electro Vomit (Towards+B): *This charming little manoeuvre sends a burped-up lightning streak towards an enemy, in an endearing little arc. Nice.*

Lightning Strike (Down+B): *A superb move. This sends a lightning bolt directly down to Pikachu, so that anyone above our cute friend gets fried. And, if you're clever, you can jump above an opponent, pull off the move, and ruin opponents below you. Top stuff.*

POKE BALL

One of the very best freebies. Using it will release a randomly-chosen Pocket Monster, who'll then proceed to knack the opposition.



MOTION SENSOR BOMB

Well, it's basically a proximity mine from *GoldenEye*. And damn good fun it is, too. *Boooom!*



LASER GUN

A gun. That shoots laser bolts. It's a descendant of Fox McCloud's trusty sidearm, we'd imagine.



FIRE FLOWER

From – yes – *Super Mario Bros* on the NES, this hot little number (ha!) racks up the damage with a flamethrower-like attack.





GO! GO! ▷

TEAM TIME
The frenzied multiplayer game, which is bloomin' great, allows you to play in teams. This means that you and whatever character your team-mate has chosen can't harm each other with each other's attacks, and can therefore pulverise the opposition without worrying about flinging bombs left right and centre. Nicely!



...AND THERE'S MORE!

Oooooooh yes. There are four secret characters in *Smash Bros*, two of which can be obtained fairly easily. The other two, though, are significantly harder to get, and will remain a secret in the hope that *Smash Bros* gets a PAL release...

Oh, alright. One of them likes to wear green, and the other is, well, so obscure that even Wil was amazed that Nintendo had the audacity to put him in the game. He wears a baseball cap...

Captain Falcon

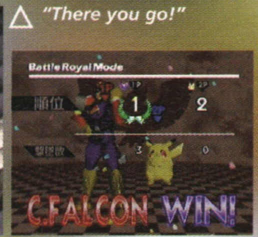
The muscular pilot of the Blue Falcon – from F-Zero X, and, of course, the SNES F-Zero – is the first secret character you can get, and all you have to do is play through the single player game on any difficulty level – you'll get to fight Captain Falcon after White Hand. And what's he like? Well, although he gets dropped off, smashingly, in the Blue Falcon, he's limited to a few slow but powerful moves.

MOVES OF CHOICE

Falcon Punch (B): *Hold B to charge this attack, which is fairly close range – you'll have to be good to use it at close quarters. The good Captain shouts "falcon punch!" when you use it, although it sounds more like "there you go". Which is odd.*

Falcon Kick (Up+B): *A powerful flaming kick attack. Useful and pretty easy to pull off in a desperate moment.*





△ *"There you go!"*

Purin

Who? You may well ask that question. The second secret character is a Pocket Monster, and thus is pretty famous in Japan, but means nowt over here (and, embarrassingly, the American version of his – or her – name is Jigglypuff. Oh dear). And Purin seems to be fairly similar to Kirby; ie, a huge squashy ball. You obtain Purin in exactly the same way as you do Captain Falcon.

MOVES OF CHOICE

Sing (Up+B): *Get near an opponent and Purin will sing a sweet melody, putting the opponent to sleep and allowing Purin to line up an attack.*

Sleep (Down+B): *Somewhat bizarrely, this sends Purin to sleep. We have absolutely no idea why.*

△ *Sing a song of cackness.*

△ *Purin, fast akip in the middle of Pikachu's stage.*

Quite endearing to look at, but slightly crap in a fight. ▷

Mystery men

Throughout the single player game, you'll have to fight characters that you don't otherwise have access to (or do you?). Here's a quick rundown of them...

LUIGI



Yup. One of the single-player bouts has you and a randomly chosen partner fighting both the Mario Brothers. Luigi is, as you'd expect, very similar to Mario, although it appears that he can jump rather higher, and his attacks aren't quite as powerful.

TERMINATOR MARIO

Hurrah! Mario's highly dense alter-ego from Super Mario 64 makes a frustrating appearance in Smash Bros. Being made of metal, he's incredibly hard to throw. Your only hope is to goad him to the edge of the arena and knock him off – he can't jump very well so he finds it hard to get back.

DUMMY HORDE

The penultimate challenge before you reach White Hand, the Dummy Horde is a test of endurance as much as anything else. Consisting of around 30 (!!) metallic pink clones of all the other Smash Brothers, you've got to dispatch with every single one of them before the level's complete. Yoiks!



WHITE HAND

This is the final boss, and, contrary to popular belief, it's not actually Glover. He is, however, rather tough, and dealing with him is slightly different to Smash Bros's usual operating system. Rather than having to knock White Hand off the arena, he's got 300 hit points that you have to whittle down to zero. On the harder difficulty settings, this is teeth-gnashingly difficult.



First things first – *Smash Bros* is an absolutely *fantastic* title for a game. And it's with thankful sighs of relief and unstoppable, ear-to-ear grins that we can report the game behind the name as being resolutely, absolutely, fist-in-the-air-punchingly *magical*.

It's *great*. We all love it (apart from James, who hates beat-'em-ups of any sorts, although he dropped the 'Mr. Grumpy' persona long enough to thrash us all with Donkey Kong, his favourite *Mario Kart* character). It's not that there's a million moves, or a sidestep, or that there's schoolgirls in miniskirts in it. It's because it's a celebration of all things Nintendo, drawing together characters that we all know and love, and putting them in a game that's so well balanced, so free of hollow stylistic pretension and transparent 'mature' sensibilities, so given to hitting all the right buttons, so gloriously addictive and laugh-out-loud fun to play, that it could *only* come from the company in Kyoto.

The fighting system – points are scored for knocking opponents out of the arena rather than knocking them out – is a splendid touch, and one that requires a far more inventive approach to fighting than any other beat-'em-up has so far delivered. You still have to batter your opponent, as the more damage they take, the more susceptible they are to being thrown miles into the stratosphere, but it's the wonderful freedom the game gives you to do just that that makes it so good. Impossibly high triple-jumps are – paradoxically – possible, projectile weapons are employed, the multi-levelled arenas simply beg for you to think about this fighting game with a platformer in mind. And vice versa. You have to think about attacking from above and from below, not just from being on the same level. And, best of all, it's possible to have 'Big Trouble in Little China' style aerial fights, swords and claws clashing in the air as you jump past each other.

Although the characters run on a fairly similar operating system – a combination of A, B and moves on the analogue stick, with R to throw and Z to shield – the glaringly superb simplicity of the moves gives great flexibility in linking attacks together. Link, for example, can pull out a bomb and throw it at an opponent, which, on its own, is great. But when you realise for the first time that you can jump, somersault over your opponent *and* throw the bomb down on them *as you do it*, you'll glow with stylish triumph. *Smash Bros* rewards inventiveness, skill and the inquisitiveness to try out something new.

Pikachu flies into the blue, into a whole world of hurt. Oh yes.

Electrical malarkey, courtesy of everyone's favourite yellow sparkling cutie. Beats Mortal Kombat any day.

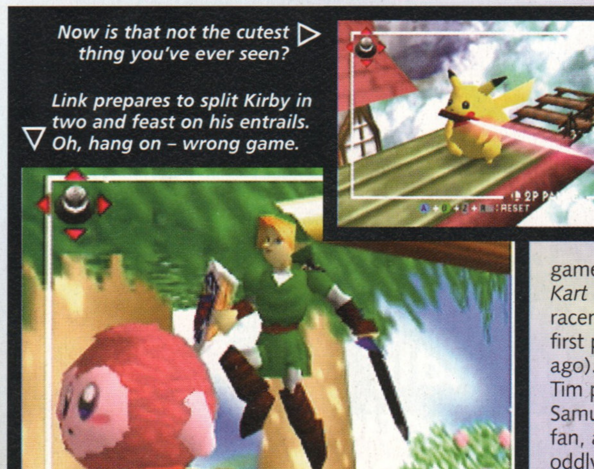
LIFESPAN ***It's got one of the most uproariously great multiplayer experiences available. Think* Mario Kart *with fists...***

The lack of a 3D sidestep move doesn't hinder the game at all. Including such a function would over-complicate the fast, furious and balletic action that is the focus of *Smash Bros*, and things get complicated enough in the madcap free-for-all that is the multiplayer game. Allowing up to four players to punch, kick and bomb each other simultaneously, it works superbly, although on some of the larger levels, the camera does scale out rather too far when players get separated, meaning that you all appear a bit too small. And we've all settled on our favourite characters, inspiring a loyalty that comes with all the best Nintendo multiplayer games (most notably *Mario Kart 64*; our personal choice of racers hasn't changed since we first played it, two whole years ago). Jes is a huge Link fan, Tim plays with Kirby, Wil loves Samus, Andrea's a devout Yoshi fan, and Martin, somewhat oddly, can't be persuaded to play with anyone other than the über-cute Pikachu. We've all got our favourites, and we wouldn't *dream* of playing with anyone else. It's great.

And there's just so much else, so many little, wonderful touches, that we still smile with delight every time we play the game. There are three bonus levels throughout the single player game, which require you to use all your skill and agility to negotiate impossibly positioned floating platforms. All the levels are linked closely to one of the characters – Fox's level, for example, takes place on top of the Great Fox, in Sector Z. Yoshi's level is straight from *Yoshi's Story*, complete with patchwork clouds. Link battles atop Hyrule Castle, and Mario's killing floor takes place high above Peach's castle, which can be seen way in the background. And each level is accompanied by the appropriate theme tune – you'll recognise *Donkey Kong*'s tune, for example, from Rare's SNES *Donkey Kong Country* games.

So, crucially, is *Smash Bros* the beat-'em-up we've all been waiting for? Well, to be frank... absolutely, undeniably so. And all the more so because it doesn't play things the way beat-'em-ups usually do. It's simple, but never basic, it's ingenious in ways that fighting games so seldom are, and, most of all, it's got one of the most uproariously great multiplayer experiences available. Think *Mario Kart* with fists and you're part of the way there. The only problem we can see is that *Smash Bros* hasn't, at the time of writing, been awarded even the most tentative of PAL release dates. It would the most heinous of crimes if this cracking little game never saw the light of day over here. Especially seeing as one Shigeru Miyamoto is credited as one of the producers...

JES BICKHAM



Now is that not the cutest thing you've ever seen?

Link prepares to split Kirby in two and feast on his entrails. Oh, hang on – wrong game.

GRUDGE MATCH
Like any truly great multiplayer game, *Smash Bros* has you making mortal enemies with your friends. At present, Martin and Jes are locked in a fierce power struggle with Link and Pikachu, their characters of choice. They've both become intimate with all their moves so each time they play it all turns into a bloody struggle for supremacy.



ACCESSIBILITY
Absolutely no problem at all – the only Japanese text is in the moves list and character bios.

8 VISUALS
Clean and crisp. All the characters look just like they stepped out of their own games.

8 SOUNDS
Nostalgic tunes, great effects and a crowd that "oohs" and "aaahs" with every special move.

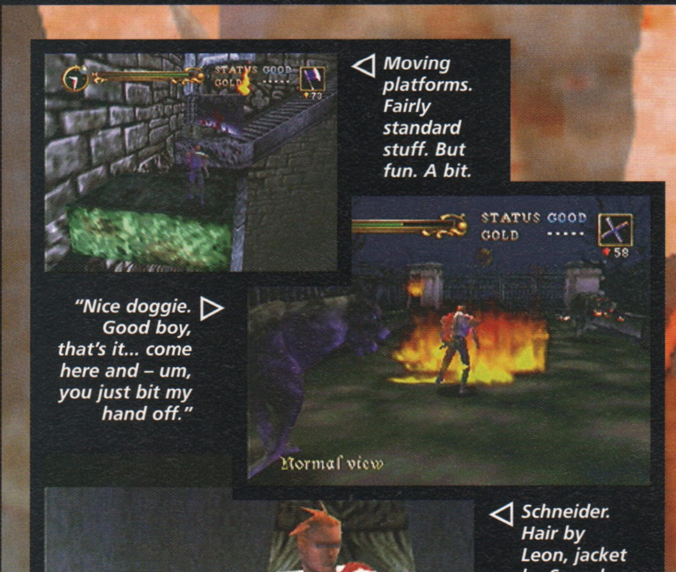
9 MASTERY
A Nintendo game right the way through – beautifully balanced, wonderfully intuitive and a joy to play.

9 LIFESPAN
Ramp up the difficulty and the single player game is surprisingly long-lived. But the cracking multiplayer is the icing on the cake.

VERDICT
An inventive, innovative fighting game in a class of its own. If you're an NTSC N64 owner, rejoice; if not, start campaigning for the PAL release now.



PREVIOUSLY IN N64 We staked our claims to *Castlevania* in a Future Look in N64/22.



Moving platforms. Fairly standard stuff. But fun. A bit.

"Nice doggie. Good boy, that's it… come here and – um, you just bit my hand off."

Schneider. Hair by Leon, jacket by Spandau Ballet.

CASTLE



Top right is your current weapon. And the knives are dump.

Pick up the sacks of cash before they disappear.



Castlevania			
KONAMI			
Out now	64M	1	~~Expansion Pak~~
April	Controller Pak 9 PAGES	~~Cartridge back-up~~	Rumble Pak
$50 (approx £35)			
Game kindly supplied by **CA Games** 0141 334 3901			

Neck-biting, stake-wielding, fang-friendly platform action – now in full 3D!

Vamp it up! Tension? Scares? Fangs? *Castlevania* has them all in its superb story...

Vampires

Absolutely ace, this bit. Enter this room and a villager runs in, pleading for you to help him. As Schneider listens to the fresh-faced youth begging for assistance, the camera pans up and away from our hero, passing the mirror on the way. And – gaaaaah! – the villager has no reflection! Suddenly, we zoom right in to the face of the newly-changed vampire. G-g-gulp.



Vampire Hunters

Search The House and you'll find one of the rooms contains Charlie Vincent, famed vampire slayer. And doesn't he let you know it. As soon as you open the door, he's at you – crucifix aloft – warding off your evilness. It takes a few seconds for him to calm down and realise you're out to get the Prince of Darkness too. Still, he's got a handy key you might want to get.



THAT SKELL!
At the end of the first level, Forest of Silence, you get to do battle with this whacking great skeleton, and whilst *he's* not actually that difficult, he does turn up for the rumble with two annoyingly clever motorbike-riding mates. Of course, the last time you saw a 19th century BBC drama featuring Harley Davidsons was, well, *never*, but what the heck? A bag of bones they maybe, but they weave around in circles and try to knock you to the ground and, unless you've got some holy water handy, you'll find they'll often get the better of you.



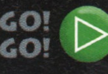
VANIA

It's hard not to like *Castlevania*, after all it's the N64's first horror game and, thus, plays and feels like your favourite scary movie. It also tries to do things the *right* way: there're stacks of superbly varied enemies, a spattering of brain-using puzzles, a traditional *Castlevania* 'feel' and a decent story running throughout. Which is good.

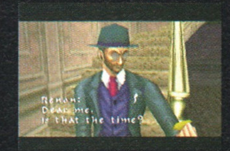
In fact, *Castlevania* is one of only a few games on the N64 that have truly grasped the importance of a good story. *Zelda*, 'eventually', is one (and although boy rescues princess isn't exactly the height of originality, Miyamoto crafted a magnificent tale), the forthcoming *Shadowman* will certainly be another and Konami's other big hope for 1999, *Hybrid Heaven*, will finally reveal what exactly is going on some time in May. The advantage a good script gives a game is massive. The advantage a good script gives a game like *Castlevania* is even bigger. And, so, with some ace writing in tow – and fantastic cut scenes – *Castlevania* eventually proves spellbinding. And there's a lot to be said for that, we reckon.

But, we say eventually for a reason. See, there are a number of fairly sizeable shortcomings in *Castlevania*, shortcomings that you *eventually* get used to but which, for a while, threaten to spoil the whole game. The central niggle is the worst, simply because it involves the camera, the mainstay – and most important bit – of any 3D adventure. Konami have had three 3D adventures now – *Mystical Ninja*, *Hybrid Heaven* and this – and none of them, as yet, have had good enough cameras. *Castlevania*'s is probably the worst of the three.

It's not so much that the camera isn't good enough perhaps, but more that it just can't *cope* with the amount of action the game wants to chuck about. This flaw is particularly noticeable on the first level which means you don't get the best introduction to the game – skeletons climb out of the ground and run at you from all angles, chopping at you before you can try and work the camera round to get a better look. There *is* a *Zelda*-style lock-on but it's pathetically ineffective, locking onto enemies but not actually turning the camera, so you're trying to dispatch opponents who aren't even on screen with you. Inevitably, because

GO! GO!


SHOP AROUND!
A little way into your adventure, you'll discover a contract lying about on the floor. Pick it up and this guy appears: Renon. He's one of the undead (and looks remarkably like Gary Oldman in Dracula), but don't worry; he's got "a history of helping great adventurers". And he becomes a useful shop for you. Every time you have enough money, just work your way back to the contract and Renon (and his tail) will help you.





Walk on the wild side

Looking for atmos and adventure? You've come to the right place...



It's dark – thanks to Castlevania's much-mooted day/night system – and we're legging it through the grounds of Dracula's pointy-turreted castle. Action? Enemies jump out of the dark at every angle – hence this floating blue skeleton head, naturally. Still, it's...



... Into the castle we go. Castlevania includes a useful first-person mode (useful, simply because the default camera is so shockingly poor), giving you a good opportunity to squint at your surroundings. And the foyer of The Fanged One's castle is pretty impressive.



Anyone remember the film Young Sherlock Holmes? No? No one? At all? Oh. Well, as you run through the castle corridors the stainless windows suddenly turn into sword-swishing knights. Just as in the aforementioned film. They're not too tough, though.



Not everything from previous Castlevania's has been forgotten, either. Hidden towards the beginning of Castle Dracula are more 'traditional' sections, including crumbly and moving platforms and dangerous time-it-right-or-die guillotines. Frustratingly tricky.



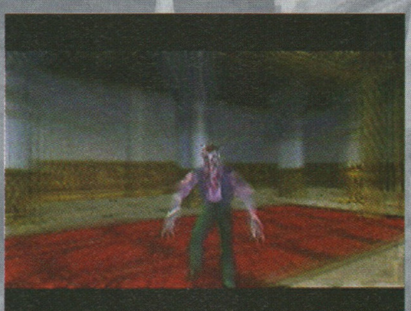
Onwards and you're suddenly approached by these feisty cerebrus'. They're right. Two heads are better than one. Schneider can burn them to the ground with his holy water. Watch out for the third wave: the game flicks to pitch black night.



And this is our hero. Reinhart Schneider, a direct descendant of the Belmont family (who appeared with stakes a-stabbing in the previous Castlevania games). He's a tough cookie but, if you don't fancy that manly approach, you can also play as little Carrie.

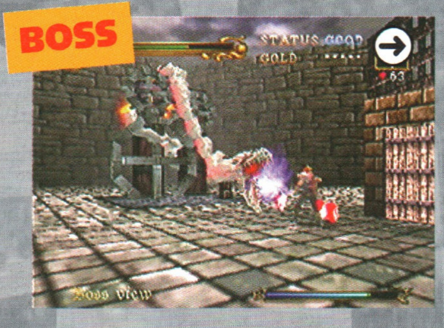
CUT SCENE!





Aaaaargh! In this tasty cut scene, one of Drac's undead army scuttles across the walls around you and then drops down. And, a quick super-zoom later, we're

BOSS



Work your way to the top and you're into a face off with this two-headed hydra. Make sure – for God's sake, make sure, man! – that you've got crucifixes handy.

there're so many of them attacking you at once, some escape your attentions and lay into you before you've even had a chance to get rid of the locked-on nasties.

What there should have been, at the very least, is a *Mystical Ninja*-style realignment (where the camera swings round behind you once you've stood still for a bit). But, of course, with so much going on at once, even *that* would have been impossible. In truth, then, it's difficult to know what could have saved *Castlevania*. Less enemies? C-button camera? Mmm.

Related to the camera problem is the fact that the game quite often requires some fairly exact jumping. Pixel-perfect in places. And with the switch to 3D, it's now even harder than ever to judge distance and perspective. Quite often the camera swivels to a side-on position, making leapage a whole lot easier, but, equally, it does chip in with its fair share of strange placement, like settling down behind you when you're trying to jump to platforms *in front* of you. Many an accidental death ensues and, because you just want this bit to *end*, you start rushing things and making the same mistakes over and over again. Oh, and control-wise the game is a little 'floaty', with both characters having a tendency to 'slide' away after you order them to stop. Which results in some infuriating ledge toppling.

And, so, the truth is, you can't *help* but be a little disappointed by Castlevania. We've been waiting for it for ages, we've been privy to some startlingly good video





staring at a face full of teeth. Get ready to fight! (If he sucks your blood you turn into a vampire! Aces!)



△ A battle on the stairs of Drac's semi-detached. Ooof!

△ Remember the villager? This is he. Nasty flesh wound.

"I vill bite your neck! Um, got any lip salve?" ▷

First-person doesn't save the camera. But it helps. ▷



The whip (as you'll find out once you're flooded in blue breath) might as well be a limp hankie.

STONE ME!
Anyone remember Ghostbusters? 'Course you do. So, you'll remember the dog statues that suddenly came alive. Well, similar things happen in *Castlevania*. When you enter the garden maze, they're at the entrance, stock still and, er, made out of stone. But, get inside and they chase you about, accompanied by their ten foot, chainsaw-wielding zombie mate. Taking them out isn't a problem but the zombie is a real pain in the backside. Especially when he starts digging that chainsaw into you. Nasty.





clips and we've played promising early versions of the game. And, well, it hasn't really achieved the greatness we all hoped it would. And that's a bit frustrating. You just want it to be better than it is.

Not least because, in places, the game simply oozes wonderment. The atmosphere it creates is incredible – like the best horror movie you've ever seen – and a series of completely brilliant, and uncannily filmic, cut scenes help join the plot and game seamlessly. The look of the game – its locations, its day/night system and its characters – fit the bill perfectly... and just about every gothic monster you can think of turns up eventually, creating a brand of scary horror infinitely more preferable to *Resident Evil*'s zombie-fest.

To play, *Castlevania* is often thrilling, littered with plenty of enemies and broken up with a coffin-full of bosses, even after fairly mundane platform sections, you're treated to a welcome battle or two. Additionally, there's a two-routed story, with two different characters to play as. So, as Schneider, you don't actually get to see the whole game, but you *do* get to see locations and events that, as Carrie, you wouldn't. Playing as Schneider is a little easier than playing as Carrie, as the little violin-playing lovely, tends to take a harder path than her fuzzy-faced pal. Either way, at least there's further scope for play, which is especially handy when you consider that the game, at least on Easy, is, well, a bit easy. In fact, once you know your way, probably only two hours play.

There's some buttock-clenchingly annoying sections in the game – the garden maze, in particular, will have you kicking your TV in – but, for the most part, the game is also pretty intelligent, leading you by the hand *just* enough, but chucking surprise after surprise in to the cauldron to prevent proceedings from sagging. Certainly, once you get used to its problems, *Castlevania* is superbly unpredictable, constantly churning up the unexpected.

So, yep. It's not as good as we all so desperately wanted it to be and, come *Shadowman* (and, then, maybe even *Resident Evil 64*), the famished horror game field will almost certainly have a new King. But, for the time being, we'd pencil in *Castlevania* for its PAL release next month. It might have its problems but, ooooh, there's just something about it...

TIM WEAVER

8 VISUALS
Good. Fuzzy throughout, foggy in places, but detailed and believable.

8 SOUNDS
Superb music and tinkly sound effects aplenty.

7 MASTERY
A poor camera, and often uncomfortable in 3D, but there's still enough of the good stuff.

8 LIFESPAN
Not a long quest, but super-hard in places. And there're two routes to take. Nicely.

VERDICT
Irritating problems weigh it down, but *Castlevania* still looks, feels and plays like the finest slice of horror hokum.

81%



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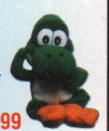
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Polygonal, but a bit fuzzy. And, well, it's cards and slot machines.

4 SOUNDS

Sampled speech – which is, frankly, dump – and cheesy music.

4 MASTERY

Er, hardly. It's gambling so it's not exactly taking the N64 to the max.

8 LIFESPAN

If you're into your gambling, this'll last yonks. If not, this is a real leper of a game.

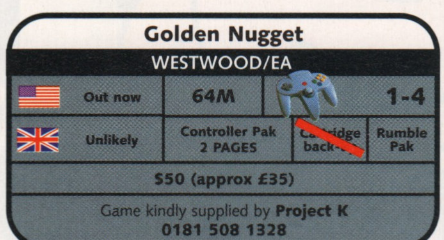
VERDICT

Well, it's okay, but it's all a bit niche. And you'd have to import it. Which makes it a waste of time in our book.



GOLDEN NUGGET

A game of (snigger) craps, anyone?



Golden Nugget				
WESTWOOD/EA				
Out now	64M		1-4	
Unlikely	Controller Pak 2 PAGES	Cartridge back-up	Rumble Pak	
$50 (approx £35)				
Game kindly supplied by **Project K** 0181 508 1328				



The one dollar machine takes dollars. But it doesn't necessarily give you credits. Dump!

***Golden Nugget*... well, you know, it's fairly good as gambling sims go but, er, it's a gambling sim so it's as dull as dishwater. Not even the coin-operated machines can help out.**

Oh, there's enough variety in games – poker, blackjack, baccarat, some old tat called Texan Hold 'em, five card draw, seven card stud, big six, roulette, video poker (a bit like baccarat but played on a slot machine with a mini video wall on it), craps (snigger) and the aforementioned slot machines – but, frankly, unless you've got a degree in maths and/or an intimate knowledge of casino games, the only sections of *Golden Nugget* that are going to make any sense are the slot machines (which swallow up your money, tell you how many credits you have, and then just *stop* working) and blackjack which – for us cultured Britons – is pontoon (that game you and your Dad used to play during summer holidays in the caravan).

It's all done fairly competently, with polygons preferred to the stinky old sprites Gametek used to like, an intro slideshow which takes you on a tour of the Golden Nugget itself (a hotel in Las Vegas, cultured old Wil tells us), sampled speech aplenty and CPU opponents called Mertle. But, at the end of the day, it's gambling. Which, sadly, means it's dull. Next!

TIM WEAVER

FOX COLLEGE HOOPS

It's amateur basketball! (Sound of noose being applied.)

Fox College Hoops				
FOX INTERACTIVE				
Out now	64M		1/2	
Unlikely	Controller Pak 4 PAGES	Cartridge back-up	Rumble Pak	
$50 (approx £35)				
Game kindly supplied by **Project K** 0181 508 1328				

Basketball, we'll admit, isn't our favourite sport here at N64 Magazine. In recent months, though, we'd have to concede that games like *NBA Courtside* and *NBA Jam* have gone some way to convincing us that it's really not all *that* bad. Then, whoops, *Fox College Hoops* lands in the office.

You may well wonder what possessed developers Z-Axis to go for college players – i.e. non-professionals – but, then, that's not even the worst bit of this atrociously inept sports game. Of course, the fact that *Fox College Hoop's* teams are entirely manned by the American equivalent of Vauxhall Conference players doesn't help but, then, neither does any of this: play is *hideously* slow (to the point of seeming as though players are running around on a court covered in glue); passing is shockingly inaccurate, regardless of where you direct the analogue stick; it's impossible to predict where the ball is going to fall because it's an orange beach ball; there're only two play modes; visually, it absolutely reeks... frankly, we could go on and on.

All of which leaves you wishing you could be doing just about anything other than playing this pile of complete and utter dross. Falling down a flight of stairs, cracking your head open on an icy pavement, vomiting copiously into your lap, *anything*. Frankly, *Fox College Hoops* is the worst basketball game in the world.

TIM WEAVER

"If we hide they might not notice."

Shooting. A bit of a lottery in Schmox Schmollege Schmoops.

5 VISUALS

Competent. But, it's like *NBA Courtside*, or even *NBA Hangtime*, never existed.

2 SOUNDS

Nope. Oh, no, sorry, there're a few grunts. Whiffy, we'd say.

2 MASTERY

Oooooh, no. We're talking My First College Project, here.

2 LIFESPAN

No options, no gameplay, no hope. A real steamer.

VERDICT

Fox College Hoops is awful. Steer clear or, alternatively, run it over.



PREVIOUSLY IN N64 There was a Future Look at *Goemon 2* a couple of issues back, in **N64**/24.

GANBARE

A blue rinse, Sir? At your age?



Fire. Not a blue haired ninja's best friend.

There're some nice 3D backgrounds but it plays in 2D.

A huge doll hovers ominously in the background.

Talk to the animals. If you like.

This huge skeleton boss is terribly impressive.

A spot of pixel-perfect jumping action, here.

Chat to the locals in one of the town sections.

Jump, Ebisumaru, jump! It's a long way down.

Ganbare Goemon 2			
KONAMI			
Out now	128M		1/2
March	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak
¥7800 (approx £40)			

It's hard to pinpoint the exact moment when you realise that *Goemon 2* will be forever beyond comprehension. Perhaps it's when you pay the coy oriental lady 100 coins, and in return she gives you a quick glimpse of a – frankly unexpected – chinful of stubble. Or maybe it's the point where an old man sends you on a quest to destroy what seems like a series of particularly aggressive animated bagpipes. *Goemon 2* is, to all intents and purposes, downright odd.

After last year's 3D RPG-style outing, Goemon has returned to a 2D platforming guise that bears much more of a resemblance to his SNES incarnations. But those of you hoping that this will mean a major emphasis on gameplay had better avert your eyes now. With this sequel, Konami have trodden dangerously near to the kind of repetitive 2D platforming that was commonplace before *Super Mario 64* finished all that off once and for all.

It's a shame, because the controls and overall 'feel' of each level have obviously had a lot of time spent on them. Although your path is fixed, it turns and meanders in proper 3D, allowing you to see your future destination way off in the distance. Later levels greatly improve on the tedious early

ON THE LEVELS

So much to understand, so little to do...







Each level consists of a number of stages, each being a fairly straightforward and slightly tedious left-to-right platforming affair. There's occasionally a mid-level boss, such as the big fire-breathing skeleton on Level 1, but you'll always find a rotating chipmunk at the end, who explodes when punched and donates a small scroll to your cause. These are the Goemon equivalent of Mario 64's stars, and you need five to open the door to the level's final boss stage.

But! As there are only three stages to each level, there're two 'missing' scrolls. This is where the 'RPG' stage comes in; somewhere in the small town level are a couple of characters who'll give you a challenge, based on two of the three stages you've already completed – such as the bloke who challenges Ebisumaru to a race, and cheats like a monkey.

It's all complicated a little more by another useful villager, who, when paid, will give you a power-up which enables them to get through some obstacle or other that blocks the way to one of the three levels. Is your brain hurting yet?

I THINK I'M GONNA DANCE NOW

Being stuck in a room with nothing but a huge list of program code for company obviously plays havoc with your mind, but we particularly worry about *Goemon 2*'s programmers. The Game Over screen consists of a greasy muscle-bound bloke, bathed in neon lights, gyrating on a platform. Continue, and the six-pack-laden dancer is joined by two friends, and a hula hoop drops down for the front man to spin around his waist. Why is this happening?



GOEMON 2

ones, coming laden with alternate paths, animated obstacles and neat visual touches, and the four different characters, who each own a unique set of essential, upgradeable skills, add to the polished feel.

There's even been some attempt to preserve the RPG nature of the prequel with the town levels. But, apart from the opportunity to buy some health-giving items, these seem little more than heavily dressed-up doors to the next level, and highlight *Goemon*'s glaring problem – running left and right for long periods of time, with the occasional foray in and out of the screen, is guaranteed to leave you snoring. There's very little to do except run, occasionally jump, shoot a motley and repetitive set of wandering enemies, and swear when you fall down a hole.

In addition, *Goemon* has been saddled with some bizarre additions that just don't work. The need to repeat levels in order to advance to later ones is tedious rather than interesting, and the day-to-night feature infuriatingly replaces the usual enemies with ones three times as tough for no apparent reason. Even the Goemon Impact sections and simultaneous two-player mode can't compensate for the lack of originality and action on offer.

The English translation, when it arrives, could save *Goemon 2* – we got irretrievably stuck when it came to the half-naked guy swinging on the circus trapeze. But, however confusing the language barrier is, it's *Goemon*'s repetitiveness and lack of 'spark' that's been the cause of our biggest sighs. You'd best save your prayers for *Goemon 3*.

MARK GREEN

IMPACT!

Showing how big robot punch-ups should be done.







Here we go again, then. You're barely given a chance to catch your breath after defeating the first end-of-level boss before you're plunged into Goemon's trademark first-person 3D 'big robot attack', Goemon Impact.

Initially, it's a bit confusing. Your opponent swans about in front of you, while you flail with simple punches and bullets and die time after time. Before long, though, you'll discover the list of combo moves on the Start menu, and learn how to turn on your 'shield' (A+B causes Impact to raise his arm in protection) and administer a hilarious punchbag-style multi-fist drubbing.

As you wear down the bad guy's energy, he'll start really pulling out all the stops, launching massive waves of energy and, bizarrely, streams of pink hearts at you – which you can punch the daylights out of to top up your gun. Luckily, despite his viciousness, your robot enemy is always happy to wander right up close ready for a big punch in the gob. Lovely.

Oh, and because Impact has found a girlfriend for Goemon 2, you get to watch her on the battlefield, helping to destroy your nemesis. And you can change her gender by firing pipe bombs at her. Hmmm.

ACCESSIBILITY

It's all a little baffling. Things should become clearer with the translation. Maybe.

6 VISUALS

Nice enough and evocative of the period, but too sparse, too often.

7 SOUNDS

Toe-tapping collection of clear tunes and suitable effects.

6 MASTERY

It's smooth and fast, but only because it's largely on-rails.

7 LIFESPAN

Quite difficult at points, and the two-player's a laugh for a while.

VERDICT

After the wonders of *Ganbare Goemon 1*, Konami have sadly meandered off in the wrong direction. A 2D platformer that's several years out-of-date.



PREVIOUSLY IN N64 We first saw *Snow Speeder* at 1997's Space World Show. Issue 11 had the details.

SNOW SPE

1080° cloned? Imagineer reprise their role as the nearly men of the N64.

BOARD SKIING?
Nice idea – include skiing (an under-represented video game event), and snowboarding in the same game. Bad idea – make the control of both identical.

With the exception of the largely useless 'Spin' move for the snowboarder, we found almost no difference in the way that either of *Snow Speeder*'s main events actually functioned. They look different, they have different cool quotients, that's about it. It's just such a waste.

Snow Speeder			
IMAGINEER			
Out now (Japan)	64M		1-2
Unlikely (UK)	Controller Pak 2 Pages	Cartridge back-up	Rumble Pak
¥7900 (Approx £40)			

VISUALS 7
Fine. Smooth, fast (eventually) and colourful. Not in *1080°*'s league, though.

SOUNDS 5
Some speech, tinny music – you know, just 'Okay'.

MASTERY 7
Better than the PlayStation's snowboarding games, but not as good as *1080°* or *Snowboard Kids*.

LIFESPAN 6
Over quicker than most racers, but the courses are good enough to keep it alive for time trials for an average length of time.

VERDICT
Imagineer bake a good cake – they just can't seem to ice it. Likably underwhelming, if that makes sense.



Poor old Imagineer. They've supported the N64 from day one and – with the possible exception of *Fighters Destiny* – they've yet to have a big hit. *Holy Magic Century, Multi Racing Championship, J-League Dynamite Soccer, King of Pro Baseball, Sim City 2000* and *Kiratto Kaiketsu* have all passed by with respectable scores, but they've rarely been inspired and are all only of slightly above average competency. And guess what! *Snow Speeder* is exactly the same.

There's the brilliant *1080°*, and there's the plodding *Twisted Edge*, and then, somewhere in the middle – the place where you can't actually say a game's not worth playing, but the sort of place you wouldn't walk out of your way to find – right in that spot of uninspiring averageness, nestles *Snow Speeder*. It's a home it shares with just about everything else Imagineer have ever produced. Just like *Holy Magic Century*, the graphics are pretty good. Just like *Multi Racing Championship*, the handling and feel of the racing isn't bad. Just like *King of Pro Baseball*, the multiplayer game is reasonably diverting. Unfortunately, just like all those games, *Snow Speeder* is skewered with the spear of anonymity. Five minutes after you walk away you'll be struggling to remember you've played it.

All of which sounds unfairly harsh, because *Snow Speeder* is likable enough in its own way. There are four long courses with a couple of alternative routes for each, and you can opt to race as a skier or a snowboarder on all of them. Each course has three medals to earn – a free run straight down the hill, along with a slalom and a giant slalom. Mental arithmetic permitting, this makes a total of 24 medals to earn and, on the face of it, the same sort of challenge as *1080°*. However, the fact that it took us barely four hours to complete *Snow Speeder* is a warning to anyone who wants a lasting challenge.

The main problem with the game is that it simply doesn't have enough design subtlety to give it any depth. Cornering is a mixture of the analogue stick and A to dig your edges in. Master it on the first course, and that's about it – it really doesn't get any more difficult. There's a bizarre little wobble gauge at the bottom of the screen which is 'fun' – it builds up arbitrarily, reaches red and then causes your skier/boarder to trip over. The cure is to quickly rub off some speed with A and the analogue. The justification is anyone's guess.

This tripping-over quirk is particularly frustrating given that there seems to be absolutely no way to build up lost speed, other than to wait for gravity to do its stuff. Combine this with three oh-so-dumb CPU opponents – the kind who love nothing more than the chance to ski blindly into the back of you – and you've got the recipe for language your mother



△ The map shows you all the shortcuts.

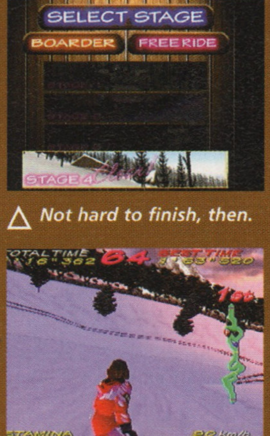
12 seconds to go but you're almost there. ▷

VERDICT *You'll soon forget you ever played it – Snow Speeder is skewered with the spear of anonymity.*



△ True, there are jumps and stunts to be had, they're just not as good as 1080°'s.

Lovely sunset. The graphics are competent if a little 'first generation'. ▷



△ Not hard to finish, then.



△ Wil was outraged to see the 1080° typography.

Cue Ski Sunday music. ▷

EDER



△ Skiing across the glacier provides some fabulous icy sound effects.

△ Commendable lack of mist.

△ The characters are worthless until you've built up their skills.

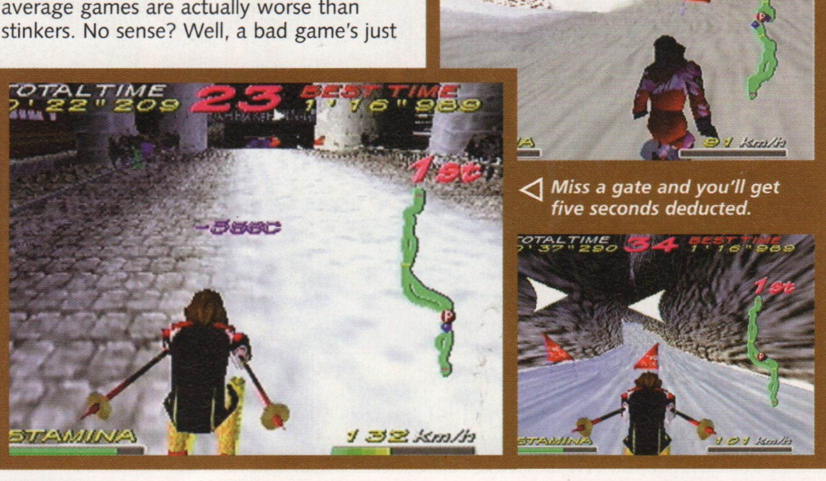
won't have in the house, and that quiet members of **N64** have to suffer daily.

But even in the face of these frustrations, the only real bar to completing *Snow Speeder* in under 30 minutes is that – in a *Penny Racers*-style turn of events – until you've raced and failed the required number of times, your boarder/skier simply isn't fast enough to win. You see, after some races – randomly as far as we could make out – your boarder/skier gets a 'Speed', 'Cornering' or 'Cool' upgrade, essentially increasing the ease of your next attempt at a medal. To get to the end of the game, it's really just a case of going through the motions.

But, damn it all, once you've upgraded your racer, the game moves along at a pleasant lick, time-trialling gets to be a reasonably attractive pastime and the two-player game is 'okay' if you're both equally as competent at the game. No, if all this review's grumpiness sounds at odds with the score at the bottom of the page, it's down to the simple fact that average games are actually worse than stinkers. No sense? Well, a bad game's just forgettably funny (and easily avoided). An average one's teeth-grindingly frustrating. "For God's sake, Imagineer, you nearly had something here – how the hell did you manage to arse it up at the last moment? Again!" Gah, it makes you want to spit.

Snow Speeder. Better than *Twisted Edge*. Not as good as *Snowboard Kids*. A pale imitation of *1080°*. Imagineer, chalk up yet another 70-percenter.

JAMES ASHTON



◁ Miss a gate and you'll get five seconds deducted.

TETRIS 64

It's the first game with 'bio feedback', you know.

We saw this back at Space World in November 1997 – complete with Bio Pak. We reckon it was shelved until *The Legend of Zelda* re-ignited Japanese interest in the N64. Unfortunately, you see, *Bio Tetris* is not the kind of game to ignite any interest of its own.

The game's most remarkable feature is its compatibility with the Bio Pak – a new controller pak with a wire leading out of it to an ear clip. The clip's tiny sensors pick up a pulse reading from your ear and feed it into the game. If you're one of the five percent of the World's population born without earlobes, it's a thrill you'll have to miss out on. If you're big on personal dignity the same applies.

Only one of the three games included actually uses the Bio Pak's read out. *Bio Tetris* increases the game's difficulty in line with your pulse by throwing ridiculous non-*Tetris* shapes at you, and then periodically whacking up the speed to insane levels. Normal Tetris is, well, normal, and Giga Tetris uses enormous super-blocks to completely destroy one of the finest game concepts ever conceived. Why do games publishers still think that they can make *Tetris* better than it is already?

And that's it. The Bio Pak is sold separately, maybe implying that Nintendo might have other uses for it somewhere along the line. The concept itself is great, *Tetris 64* just doesn't live up to it.

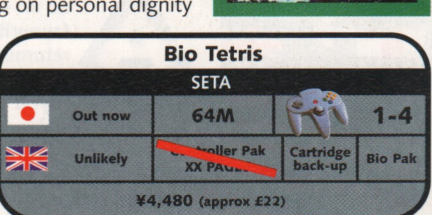
JAMES ASHTON

△ "Eh?!? What the hell?" Giga Tetris works its charms

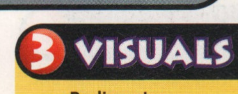
Another stupid shape arrives. ▽

△ Confusion reigns.

△ That heart flashes in time with your pulse. Which is useful.



Bio Tetris				
SETA				
Japan	Out now	64M		1-4
UK	Unlikely	~~Controller Pak XX PAGES~~	Cartridge back-up	Bio Pak
¥4,480 (approx £22)				



Rudimentary.

2 SOUNDS

Music from hell.



The Game Boy Color version is better. And more portable.

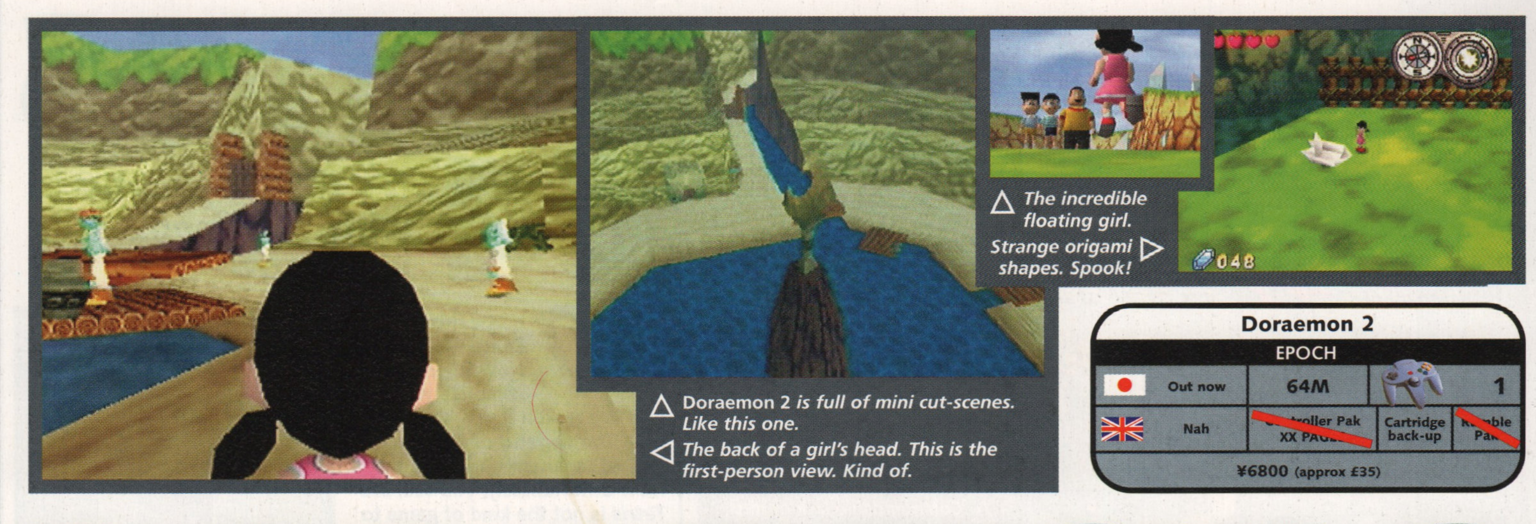


The proper *Tetris* game lasts forever. The other two are instantly forgettable.

VERDICT

The Bio feedback could have saved it – it doesn't seem to have much effect, though. Stick with the Game Boy version.





△ The incredible floating girl.

Strange origami shapes. Spook! ▷

△ Doraemon 2 is full of mini cut-scenes. Like this one.

◁ The back of a girl's head. This is the first-person view. Kind of.

Doraemon 2			
EPOCH			
Out now	64M		1
Nah	~~Controller Pak XX PAGES~~	Cartridge back-up	~~Rumble Pak~~
¥6800 (approx £35)			

DORAEMON 2

Doraemon's back! And nobody's really bothered...



ACCESSIBILITY

Plenty of Japanese text, but you could probably muddle your way through eventually.

VISUALS 6

Clean and colourful, but altogether rather bland.

SOUNDS 6

Cheesy plinky-plonk music and excitable Japanese yells of "Doooooraaeemoon!"

MASTERY 6

A competent but uninspired 3D engine.

LIFESPAN 5

Simple stuff and the preserve of the younger player. In Japan.

VERDICT

This was rather more impressive a couple of years ago. Nowadays it just seems terribly primitive.



52%

And so – hurrah! – everybody's favourite blue atomic cat returns for a second N64 adventure. And we'd understand if you're currently scratching your head, looking a bit confused, and muttering "who he?"

Way, way back in issue 2, when he was but a fresh-faced young pup untouched by the hand of profanity, Tim reviewed the original *Doraemon*. Giving it a middling 60%, and summing it up as an inoffensive little *Mario 64* clone, it was promptly never heard from again as it never gained a PAL release. And why? Well, it helps if you're Japanese. The Doraemon phenomenon cannot be overestimated in the East – Doraemon's been in comics, cartoons, TV shows and all manner of other mediums since the 1960's. So, as a terrifyingly famous icon of Japanese pop culture, you can imagine that a Doraemon videogame would cause quite a stir in the land of the rising sun – and mean absolutely nothing over here.

Which, we imagine, is precisely the fate awaiting *Doraemon 2*, which appears to be exactly the same as its predecessor, were it not for a different story. It's definitely one for the younger N64 fan, with its gentle, undemanding gameplay and emphasis on strolling around, collecting various objects and finding your lost friends and the elusive Doraemon himself. It's fairly pedestrian fare, but presented nicely enough. If it wasn't for the volume of Japanese text – which contains plenty of clues and thus presented problems in getting through the game – the simple puzzles and linear route would be hard pressed to keep the attention of even the most incompetent of gamesplayers, throughout the rainiest of afternoons.

That said, though, developers Epoch have, once again, produced quite a charming, and surprisingly large, 3D world, with expansive, bargain basement *Zelda*-style fields to potter around. The problem is that, if you're going to make a nice large virtual environment, you should really fill it with interesting things to do. As it is, you spend most of your time wandering aimlessly, with nothing to do, until, quite by accident, you bump into a half-hearted line of blue crystals which vaguely shows you the way to go. And then you walk around for a bit more. And, although you can rotate the camera, and move to a limited first-person view, the default view never quite lets you see enough of your surroundings, meaning that it's frustratingly hard to know where to go, relying on objects you've already passed as landmarks. Which is less than great.

But – let's face it – you'll never play it, *Doraemon 2* is little more than a mildly diverting *Mario* clone that dumbs down everything it's stolen to the most basic requirements. Do yourself a favour and go and play *Zelda* again.

JES BICKHAM



This is one of Doraemon's friends. The ugly little freak. Somebody punch him, now. ▷

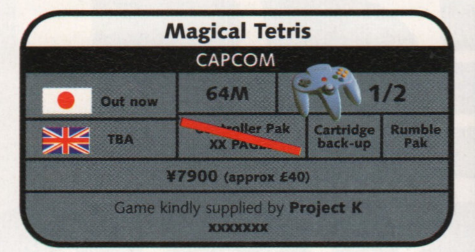
▽ PLenty of text, there. And it's all Japanese.

Once you've found all the characters you can select any of them. ▽

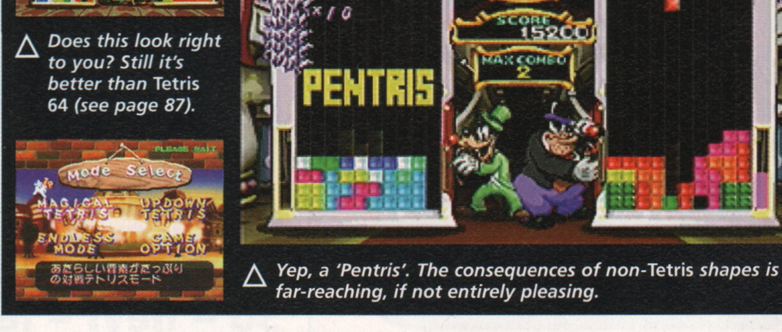
"Welcome to Fish City. Home of exceedingly large fish." ▽

PREVIOUSLY IN N64 We previewed *Magical Tetris* in the last issue.

MAGICAL TETRIS



Tetris with a Disney and Capcom twist, but is it really worth £40?



No wonder Goofy's smiling. Thaaat's Tetris!

Does this look right to you? Still it's better than Tetris 64 (see page 87).

Yep, a 'Pentris'. The consequences of non-Tetris shapes is far-reaching, if not entirely pleasing.

As confirmed in last month's N64 Magazine, Capcom are *definitely* making a *Resident Evil* game for the N64. With that happy thought in mind, it's easier to stomach the fact that two-and-a-half years after the N64's launch, this *Tetris* clone is the first 64-bit game from the mighty Japanese games company.

Capcom, you'll remember, were responsible for some of the SNES's greatest hits, with *Street Fighter* in particular leading the way. The reason for their delayed entry into the N64 market is a mixture of big company politics and the fact that Capcom's PlayStation games have made them so much money, they just haven't deemed it worthwhile to invest in the N64's expensive and difficult development systems. Look at it like this, and *Magical Tetris* does begin to look like a more logical first 64-bit game for the company – it can't have taken more than a couple of months to make and it's an ideal way for Capcom to dip its toe in the N64 market.

Magical Tetris is a variant on traditional *Tetris* with a slightly animated story thrown in on top – we'd fill you in with the plot, but the Japanese version gave no English language clues. The two major game options are 'Magical' and 'Up-Down Tetris'. The first of these starts off as a fairly ordinary battle game where blocks you remove on your side of the screen get dumped on your opponent's, *Bust-a-Move* and *Puyo Puyo* style. The twist, however, is that the added blocks arrive in some very non-standard shapes even, towards the end of the game and during its harder levels, blocks 25 cubes big. Up-Down Tetris opts to add its attack blocks at the bottom of the screen, filling it side to side, except for a handy – and easily Tetris-able slot.

Tetris devotees probably won't be impressed with anyone meddling with Alex Pajitnov's original formula, but if – unlike Martin – you're not too worried by such sacrilege, you'll find that *Magical Tetris* is, at times, compulsive. However, on the 'Normal' difficulty setting, the one-player games are over after only five levels and a couple of hours play. It's not the same sort of 'over' as an RPG, where there's very little incentive to play again – you'd always want to come back to *Magical Tetris* for a couple of hours play every now and then – but it wouldn't have killed Capcom to have included as much single-player content as Taito squeezed into *Bust-a-Move 3*.

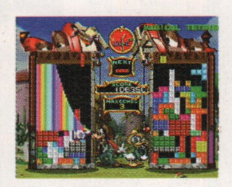
The two-player game also pales in comparison with other puzzle greats, comparing particularly badly with any of the *Bust-a-Moves*. It's not ever totally clear how the blocks you clear from your side, actually get added to your opponent's and, rather than a tense back-and-forth battle, two player games just end up as a grinding war of attrition. Which isn't that much fun, really.

So £40 worth of puzzle game? Not really. *Magical Tetris* might be worth a quick rent if you're feeling curious, but there are certainly far more exciting puzzle games out there, with *Wetrix* and *Bust-a-Move* leading the pack. Role on *Resident Evil 64*, then.

JAMES ASHTON

WIN SCREEN WIPER

At the bottom of your screen, you'll notice a small gauge which you can gradually fill by making lines and losing blocks. When it gets to the top, a magic hand appears on screen and wipes off all your blocks above a certain level. This can save the day if it happens at the right time, but it'd be better if you could call it into action when you wanted, rather than just have it happen automatically. It's just another example of *Magical Tetris* almost doing something well, but not quite following it through.





ACCESSIBILITY

Most of the major options are in English, so no real trouble there. You'll never get the story, though.

4 VISUALS

Basic at best. Not even the wildest Disney fan will find the cartoon cut scenes exciting.

3 SOUNDS

Humble.

3 MASTERY

A Game Boy Color game if the truth be told.

6 LIFESPAN

Likeable enough to return to every now and then, but not compelling enough to justify its price.

VERDICT

An amiable puzzle game. But would you like it enough to buy it? Almost certainly not.



GET A LOVE

PANDA LOVE UNIT



△ "Okay, calm down. I won't go out tonight. Miserable old cow".



△ The 3D town map. Select a building and go inside to chat up.



ACCESSIBILITY

Impossible. Even if you know Japanese. Maybe.

VISUALS 6

Pleasant enough 2D portraits. And a 3D town map.

SOUNDS 4

There's *some* music.

MASTERY 5

Well, it's got a lot of text.

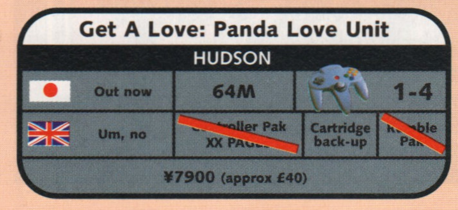
LIFESPAN ?

Couldn't say for sure. Actually, couldn't say at all.

VERDICT

Women you could take home to meet your parents, lots of Japanese but, strangely, no pandas.





Get A Love: Panda Love Unit			
HUDSON			
Japan: Out now	64M	1-4	
UK: Um, no	~~Controller Pak XX PAGES~~	Cartridge back-up	~~Rumble Pak~~
¥7900 (approx £40)			

Anyone want to join the Panda Love Unit?

We're willing to give anything a go: rubbish American beat-'em-ups, Japanese fishing games, Jes's sense of 'humour', but with *Get a Love*, unfortunately we have to draw a sizeable line. Quite simply, Hudson's panda-free *Panda Love Unit* is completely impenetrable.

Oh, sure, there's things we *can* do, like hanging around outside Japanese schools without fear of attracting unwanted police attention, or turning up at a record shop and starting a fight with a bloke in a yellow suit and matching headband, but, apart from that, we get a bit stuck around the point where you're trying to chat up a saucy Japanese bird and, suddenly, a family of four turn up and start talking to you. Of course, things might have been simpler if we could read the *reams* of accompanying text but, as it is, we just had to resign ourselves to the fact that the doe-eyed lovely couldn't ever be ours. In fact, *nothing* in *Get a Love* could ever be ours, least of all the record shop assistant or chirpy school girl.

So, yes, we'd love to have given the N64's first love sim a good going over but, in much the same way as we were with *Legend of the River King*, we have to admit we're stumped. But, at least we can stare at the pictures. Especially that young businesswoman. Yum.

TIM WEAVER



▽ This where you select your worms. Hurrah!

△ A fish! And isn't he lovely? One thing's for sure, we won't be going hungry tonight...

LEGE RIVER

You're the River King. So – hey! – let's fish! (Yawn.)

We're not proud of this. Rather embarrassingly, we're going to have to admit that, again, *Legend of the River King* has us – for the most part – completely bamboozled. You see, the chances of an English-speaking journalist indigenous to this fair isle understanding what is, essentially, a Japanese text-heavy fishing RPG, are incredibly slim. And we just didn't have the time to learn Japanese. Which isn't an excuse, because we really didn't. Really.

MASTERY *It's not a patch on the fishing sub game in Zelda, so best stick to finding that legendary 30-pound Hylian Loach.*

And you read that correctly. It's not just a fishing game, as we originally thought, but a fishing RPG. A *fishing RPG*. It's quite, quite mad – but not altogether unenjoyable. From what we can figure out, the reason for this most unique of concepts is this; your sister is ill with some fiendish malady, and the only thing that can save her is a huge and mythical fish. Which requires you to go out fishing, naturally, in order to obtain it. The catch is that you'll need the assistance of other characters that are dotted around, and the only way to enlist their help is by – you guessed it – catching certain fish for them.

It's an admirable attempt to provide a little depth over which the fishing can hang, but the isometric, SNES-era graphics and the arthritic scrolling are hardly inspiring, much less something that you'd believe should appear on the N64. But that's



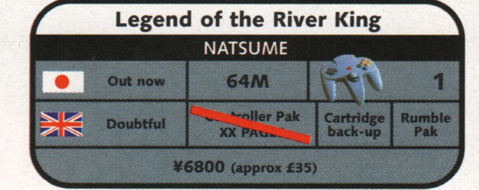
Hard to think this is a 64-bit game, eh? But it's charming, nonetheless.

Say hello to the little people. Aren't they cute?

More fish. You've just lost this one.

Choose your bait! The excitement's too much.

ND OF THE KING



Legend of the River King				
NATSUME				
Out now	64M		1	
Doubtful	Controller Pak XX PAGES	Cartridge back-up	Rumble Pak	
¥6800 (approx £35)				



ACCESSIBILITY

Oooooh no. Reams of Japanese text and plenty of options – it'll soon defeat you.

6 VISUALS

Terrible SNES-style maps, but scrumptious polygonal fish.

5 SOUNDS

Tinkly tunes. Whirring fishing lines. Splashing fish. Hurrah.

4 MASTERY

Those fish are lovely. But otherwise, um, not really any to speak of.

5 LIFESPAN

Could be loads to it, but we doubt it – unless you're seriously bilingual, you'll never get that far.

VERDICT

A mildly intriguing and quirky fishing game. But not one you'll want to play for very long.





You've just snagged this beauty. Yipper!

Defeat the evil bird o' death. Or something.

You can visit the shops and talk to the locals. Aaaah.



because – aha! – they've saved the best visuals for the actual fishing. Cast your line, get a bite and all of a sudden you're underwater, watching beautifully 3D trout/bass/gudgeon/whatever swimming around as you wrestle furiously with your rod and try to land them. It looks lovely, but it's more cosmetic than functional, as all you have to do in these sections is try to reel the fish in. Indeed, the main fishing interest is in deciding which worm to use, or which bait to try out, as you can pick and choose from an inventory-style menu filled with angling options. Also, there are various other animals dotted around your little oriental island, such as rats, snakes and seagulls, all of which are only too happy to steal your aquatic plunder. Presumably in an attempt to dispose of them (we really couldn't understand this bit), you can enter a mini game that involves you trying to tempt the rodent/reptile/feathery beast towards you with what looks like a peanut. It's all very curious, and not a little baffling.

Which pretty much sums up the game as a whole. Mind you, it's almost impossible to get a decent way into it if you're not even slightly conversant in Japanese, such is the option-heavy nature of the text – but we did have a fair amount of fun once we'd discovered how to fish. Ultimately, though – and this is the telling thing – it's not a patch on the fishing sub-game in *Zelda*. And, if you've got your head screwed on, you should have your very own gleaming copy of *Zelda* by now, thereby making *Legend of the River King* a poor advert for your hard-earned money. So, um, best stick to finding that legendary 30-pound Hylian Loach, eh?

JES BICKHAM

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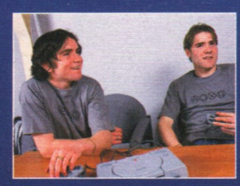


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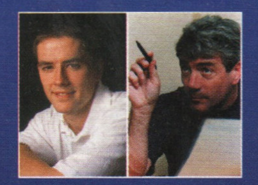
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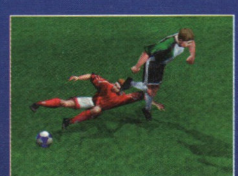
■ **Which footy videogame is top of the league?** We put the best games through their paces.



■ **The Big Match:** Premiership pros play PlayStation.



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Also in issue 4 of *Arcade*...

■ ***Zelda Ocarina Of Time***: Just what makes it "the greatest videogame of all time"?

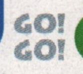
■ **Censored!** The videogames they wouldn't let you see. (We've got pictures).

■ **Reviewed:** *Metal Gear Solid, Sid Meier's Alpha Centauri, Sim City 3000, Star Wars: Rogue Squadron, Mario Party, Micro Machines 64 Turbo, Premier Manager '99, Street Fighter Zero 3* and many more...

Welcome to Club 64, N64 Magazine's total game service for all N64 owners.

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GO! GO!

This month's top guide:

THE LEGEND OF ZELDA OCARINA OF TIME

Jes rounds up the best sub games, lots of cuccos and loads of secrets. 100

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!



Time to speak your brains with the readers of N64 Magazine. Got something to say? Get it off your chest here.

N64 Magazine STAR LETTER



It seems Nintendo have beaten you to it. This black and grey combo came free with the Japanese Mario Kart.

'Revamp'

Bored of dreary old single-coloured controllers? Why not revamp them at absolutely no cost by unscrewing the backs of two differently-coloured controllers and swapping them around. Screw them back up and Bob's your uncle; two funky multi-coloured controllers.
Peter Munro, London

Very nice. Unscrewing your controllers invalidates your warranty of course, but we reckon you'll be okay. **Ed**



Correction corner

No-one's perfect...

In issue 24, how on earth did you manage to print 'Bl Frutiger Bold Italic' in the third spot in the *F1 World Grand Prix* I'm the Best League. It should have read my name, Stuart Richards.
Stuart Richards, Dorking

Well, it's the name of the type face we use to print the magazine. God knows, how we managed to print it there, though. Andrea losing her marbles. **Ed**

In issue 24, page 13 you said that there was a vital cheat for *Silicon Valley* on page 106. However, there was no cheat to be found. Explain!
Mark Wassouf, London

Whoops, it was on page 60 of the Double Game Guide + instead. **Ed**

You made a mistake in your I'm the Best at Banjo compo. I got a faster time than Patrick Wessels in Bubblegloop Swamp but you put him as the winner.
Stelios Giamarelos, Athens

Hmm, sorry. We misprinted Patrick's time – it should have read 14:01. **Ed**

I'm no English teacher, but in last month's Correction Corner you wrote 'we're blaming our spell checking program'. *Hello*, we're English and we spell 'program' programme.
Craig Marshall, Crawley

Good job you aren't an English teacher. TV programmes are spelt with two 'm's. Computer programs are spelt with one. Have a look in the dictionary. **Ed**

'Quirk'

I just thought I'd let you know that the quirk for *Mission: Impossible*, sent in by John McCarthy in issue 23, isn't 100% true. When you start the level Dowey and Clutter are on the boat but when it heads towards the tunnel only Dowey is on it. This explains why Clutter is able to get on the truck.
Jonathan Cunningham, Isle of Man

Ah, that's cleared that up then. Thankyou. **Ed**

'Can't hold'

I like *GoldenEye* a lot but one thing I hate about it is that you can't hold two guns in the multiplayer game. In the main game you can hold two guns at the same time on loads of the levels – why can't you do it in the multiplayer?
Michael Kennedy, Egham



A couple of reasons. Firstly, it would make characters too powerful, ruining the balance of the game. Secondly, it would place too much extra load on the N64 having to generate the extra sound and effects. You can't really say that the lack of double-handed action ruins GoldenEye's *multiplayer game, though.* **Ed**

'Remember'

Do you remember the feature you did on convertor carts back in issue 17? After reading it, I bought an N64 Passport for my Japanese N64 so that I could play PAL games on my machine. It's been fine up until now but, I've just bought a UK version of *Zelda* and can't get it to work. Do you think you could print an updated list of codes for the Passport?
Chi Hung Wong, Hamilton

The Passport's manufacturers haven't been too diligent releasing new codes, unfortunately, and a quick scan of the web site (www.ems-ind.com.hk) only reveals the following:

1080° Snowboarding, Diddy Kong Racing *and* NBA Courtside*:*	81100A58 0000 81100A5A 0000
All other games:	81100306 0000
Yoshi's Story*:*	8110030E 0085

If any more codes appear we'll print them in a future edition. **Ed**

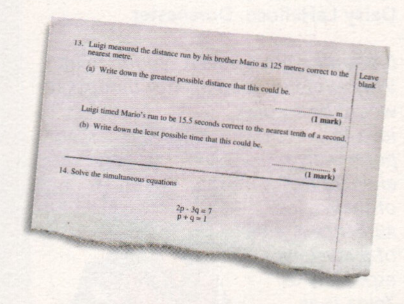
'No competition'

When will the N64 have a quality fighting game? *Tekken 3* and *Virtua Fighter 3* have no competition on the N64 whatsoever – why aren't Nintendo doing something about this?
Sakib Siddiqui, Ilford

It's not exactly what you've been hoping for, but check out the Smash Bros review on page 78 – it'll arrive in the UK very shortly. **Ed**

'Maths'

I've just finished my Maths mock GCSE and I've noticed some very familiar brothers in question 13. I think the examiner must have been subliminally influenced by Nintendo in some way.
Mark Say, Saltburn



13. Luigi measured the distance run by his brother Mario as 125 metres correct to the nearest metre.

(a) Write down the greatest possible distance that this could be.

Leave blank

.... m
(1 mark)

Luigi timed Mario's run to be 15.5 seconds correct to the nearest tenth of a second.

(b) Write down the least possible time that this could be.

.... s
(1 mark)

14. Solve the simultaneous equations

$$2p - 3q = 7$$
$$p + q = 1$$

Looks like a case of 'Trendy Teacher' to me. **Ed**

'LX Tremor'

I've recently bought *Turok 2* and I think it's great. However, I seem to have a problem saving my game. I own an LX Tremor Pak which is a rumble pak with a controller pak built-in. When I save my *Turok* game with it, it says the game was saved successfully but when I come to load it, it says "Error. This note is corrupt and cannot be used. Would you like to delete this note?"

What do I do? Is there something wrong with my Tremor Pak or my copy of *Turok 2*. Please help!
Jamie Coppack, Rossendale

We've had some trouble with this. Turok 2 *seems to be like* ISS '98 *and* ISS64 *– it only works properly with official Nintendo controller paks. We've had some success with unofficial paks, but we'd only trust our important saves on these three games to an official pak.* **Ed**

'My wife'

Zelda – what an incredible game! For the first time in ten years my wife actually understands why I like games so much. In fact, if I try to solve any of it without her she gets very upset (and I have the bruises to prove it!). Even while playing as little Link I thought it was the best game ever, but as big Link it got even better. Then I galloped over to the Water Temple and put on the Iron Boots and it got better again! I do not think this game will ever be beaten – not until the same team come up with the next installment, anyway.
A J Gannon, Wigan



It was certainly worth the wait, wasn't it. **Ed**

'Can imagine'

How the hell did you manage to complete *Zelda* in time for issue 24? You said in issue 23 that the press would get the game the same time as everyone else, which turned out to be the 11th December – 12 days before the magazine was released. You always say that the magazine has to be completed far earlier than we can imagine, so how did you manage it?
Manolis Kalaitzake, Hollyhill

Luckily for us, the game came out in America on the 23rd November and we got a copy from our friends out there. Jes had a week to finish it and write the review. He did it by refusing to sleep. A real pro. **Ed**

'Nuts'

I've found a bug in *Zelda*. If you use Deku Nuts against the Parasitic Armoured Arachnid Gohma, the game freezes after a few minutes. Is it only my copy or does everyone's do it?
David Foster, Bedford

It's a recognised glitch in the game. Mind you, Jes says that if you're good there's no need to use the nuts. **Ed**

'Nudge out'

If you get fed up with straight racing in *F1 World Grand Prix*, take a leaf out of *F-Zero's* book and indulge in a bit of death racing. Use the front and sides of your car to nudge out your competitors in the quickest time you can manage.
Nathan Hammond, Broughton

And it always guarantees you first place too. **Ed**

'So alike'

Having now played *Super Mario 64* and *Banjo-Kazooie* I just had to write to say how similar they are. Some examples: in *B-K* you have to collect hidden jigsaw pieces and in *SM64* you have to collect hidden stars. In *Super Mario* if you jump and press Z you pound the ground. If you do the same in *Banjo* you do the virtually identical Beak Buster. In *Banjo* if you crouch by pressing Z and then press A you do a Flap Flip jump, while the same move in *SM64* also makes you do a somersault.

These are only a few examples – I can think of loads more. Why are these games so alike?
Miles Lloyd, Carms

Most platform games share a lot of the same features, but we do think Banjo *borrows pretty heavily from* Super Mario *– that's mainly why we didn't rate it quite as highly as Nintendo's game.* **Ed**

DREAM ON

Games for the millenium... Maybe.

REFEREE 64
This is a football game with a difference. Instead of *playing* football, you watch and take the role of the ref. If someone commits a foul you can book them or send them off, as well as blow your whistle for off-sides, corners etc. After each match you get a percentage table showing how accurate your decisions have been and whether you've shown any bias. The aim would be to rise up the league table of referees and take part in increasingly important matches.
Simon Dechant, Harrogate

This reminds Wil of that Japanese coin-op where you play the part of a subway train driver. No idea why. **Ed**

BUMP 'N' GRIND
Have you ever wondered whether a Honda CBR could beat a Porsche Boxter? If so, then this could be the game for you. The idea is that a whole range of famous bikes race against a similar range of supercars. There would be at least 20 tracks with shortcuts and alternative routes, some that only the motorbikes would be able to use and some only for cars. It'd be great!
Stephen Bell, Neatownards

A mixture of Hang On *and* Gran Turismo *– we like it.* **Ed**

Send your ideas for games you want to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

I can't convince my Dad to get me an N64. This is because he's obsessed with *Tomb Raider*. Please convince him that the N64's better.
Tom Bergin, Portsmouth

Hello Tom's Dad. Look, Tomb Raider was all well and good in 1996, but in the days of GoldenEye and Zelda it's just a tiny bit primitive. Get an N64 – you won't regret it. **Ed**

I've noticed that there's a large city in America named after *San Francisco Rush*.
Ben Daubney, Hungerford

Ha ha. **Ed**

My Mum says *Zelda* isn't very good.
Sebastian Vass, Bath

She's soooo wrong. **Ed**

I find *Zelda* quite entertaining and at times (if I may lapse into the avuncular for a moment) "pant-wettingly exciting".
Bobby Burns, Lancashire

You can slip into the avuncular whenever you want to with us. **Ed**

You must mention the Golden Files in the March issue of **N64** Magazine.
Alex Lewis

You can send it to us, but we can't print it for you. Sorry. **Ed**

In the penultimate battle with Ganondorf he shouts 'Ulrika' as he attacks. I know the bad guys in Nintendo games have an obsession with blonde princesses, but this is ridiculous.
Robert Johnson, Coventry

Are you quite sure? **Ed**

In response to Tom Pemberton's letter in issue 24, I've managed to blow all four wheels off my car.
James Dennis, Newport

So have I. I was on the bonus track as David Coulthard.
Lewis Wright, Bury St. Edmunds

Congratulations to the both of you. **Ed**

'Most dangerous'

With reference to the Star Letter sent in by Stuart Richards in issue 24, I think *I've* now found the most dangerous track in *F-Zero*. The first lap was okay but the pits had a jump just before them so you couldn't get any energy back. On the third lap there were only two of us left on the track but, just before the end, the Green Panther (the only surviving computer car) blew up, leaving me all on my own.
Paul Conham, Walsall

'Hang on'

No hang on, I've found the most dangerous *F-Zero* track. After just *13* seconds I was the only car left on the track. I've enclosed some Game Boy camera pics to show you.
Steve Smith, Basildon



Good try, Paul. But Steve's track has to be the most lethal we've ever seen. **Ed**

'Modification'

Here is a diagram of my Nintendo Jolt pak modification which allows the pak to operate without batteries. It's a simple project that only needs a soldering iron and some solder. The hardest part is getting past Nintendo's anti-tamper screws. It also makes your pad and pak lighter because the batteries are the heaviest part of the whole thing.
Steve Allen, Sheffield

It always seemed a bit weird that Nintendo's rumbler needed batteries but loads of third party versions didn't. We can't advise anyone to open up their pak and carry out this modification, but just in case anyone's feeling naughty here's the diagram. **Ed**

'Girl'

I was shocked and disgusted at the TV advert for *The Legend of Zelda: Ocarina of Time*. At the end it says "Will thou win the girl... Or will thou play like one?"

This is unacceptable. As well as being extremely unfair and sexist, it's not true. Girls can play games as well as boys and there is no reason why people should assume they wouldn't want to play a great game like *Zelda*.

If you see Nintendo's advertising person, will you tell them that they might find their advert funny but I, and probably lots of other female N64 readers, certainly don't.
Daisy LeHelloco, Dorchester

It wasn't a great advert, you're right. Why Nintendo's ad agency thought it would be a good idea to potentially alienate half of their audience is a bit of a mystery, especially as Zelda is as likely to appeal just as much to female gamers as male. It's just another example of non-gamers not really knowing how to deal with videogames I'm afraid. **Ed**

So tell me this

1) What exactly does the 4Mb Expansion pak do?
2) Will all games use it from now on?
3) What about *Perfect Dark*?
5) What do you think of Datel's version of the pak?
Thomas Smith, Hereford

1) The Expansion pak doubles the N64's Random Access Memory (RAM) – the electronic memory used to store information taken from the game cartridge, so the N64's processors can use it (and thereby run the game). The effect the RAM pak seems to have had so far is to increase the resolution of game graphics. One thing the RAM pak can't do, however, is increase the power of the N64's processor. As a result games designers have to be careful not to overload the N64 by forcing screen resolutions too high, lowering frame rates and slowing games down.
2) Most games will have a RAM pak option from now on. However...
3) ...Rare have yet to implement the pak in any of their upcoming games. The reason? "We haven't found a compelling way of using it yet."
5) We've heard a few bad things, overheating and game crashes amongst them. We'd definitely recommend sticking with the official pak – despite the extra expense.

1) What happened to Nintendo's annual game show last year? It didn't take place, did it?
2) Will there be a show this year?
3) Will Pocket Monsters come out in the UK?
4) And will *Pocket Monsters Stadium* for the N64 follow it?
Rob Fleming, Doncaster

1) No it didn't happen in 1998, mainly because Nintendo didn't want anything to distract people from the release of Zelda. November is Nintendo's traditional month for shows – right slap bang on Zelda's launch.
2) There might be a show out in Japan in May before the American E3 show in Los Angeles. If not, we reckon they'll revert back to their November date.
3) Yes it will. The Pokemon will be released into the British countryside in the Spring.
4) Stadium hasn't been confirmed yet, but we can't see any reason why Nintendo won't eventually release it here. They might give the Game Boy version of Pocket Monsters a few months to pick up speed first.

Got an N64-related question? Send it to: So Tell Me This, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine Quiz

Read N64 Magazine and win hard cash! It really is that simple.

WIN!! £50!!

Fifty pounds, eh? A fair wedge. A reasonable sum. A nice little earner. All you have to do to win it is read this fair magazine from cover to cover and answer the ten, ridiculously easy, questions below.

Send us ten correct answers and your entry will find its way into our illustrious winners box. If it's lucky enough to be pulled out at the end of the month you'll be the lucky recipient of a fully personalised cheque for 50 pounds sterling. Best get on with it, eh?

1	What's the name of the dog in *Jet Force Gemini*?
2	How many Color Game Boy games do we review this month?
3	Name two game sequels reviewed this month.
4	Who sent in this month's Readers' Top Tip?
5	Ebisumaru co-stars in which game this month?
6	Which commentator officiates in *FIFA 99*?
7	Which company is developing *World League Soccer* for the N64?
8	How many games did Jes review this month?
9	Which game does Dr Kitts offer his second set of advice on?
10	Which of this month's games features vampires?

HOW TO ENTER

Fill in the coupon below and post it off to:

Good Golly Quiz Folly: Super Marchet Sweep
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Rules

1 All entries to be received by 22nd March
2 If you work at Future Publishing you can't enter. That means you, Jes.
3 The editor will pick a winner with his random hand.
4 The prize will be a cheque for fifty pounds sterling. We won't be budged on this.
5 Cool!

Last month's winner was:

Neil Sturman from Kings Langley. Congratulations Neil!

The N64 Quiz *My answers are as follows:*

1. ____________ 6. ____________
2. ____________ 7. ____________
3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ *Address* ____________

____

Postcode ____________ N64/26

The N64 Magazine BOARD

Go on, be artistic!

Zelda, Link and Ganondorf in watercolour sent in by Ruben Larsen from Norway.

Well done to Richard McManus from Leeds for his pink Link!

A brilliant Rakuga Kids picture sent in by Natalie Priest from Middlesex.

Thanks to John Evans from Kingswinford.

Glenn Littlechild from East Sussex sent this picture of Link...

Excellent pencil and ink drawing of Link and Epona from Edward Denton.

...and also this picture of Cartman reading N64 Magazine.

Thanks to Lhinton Davidson.



WRITE YOU ARE!

This reviewing business, eh? Think you could do a better job?

Do you think your favourite game deserves a bit more recognition, or have you recently bought a game recommended by us and found it a bit underwhelming? Well, Write You Are is your chance to set the record straight.

All you have to do is write a short review on one of your N64 games and put across your point of view. Put a percentage score at the end, along with your name if you want a credit, and post it off to us. The only restriction is that you've got to wind the whole thing up in 100 words or less – any more and we won't be able to fit your review in, so keep things brief and to the point. Send your 100 word bombshells to:

Reader Reviews
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

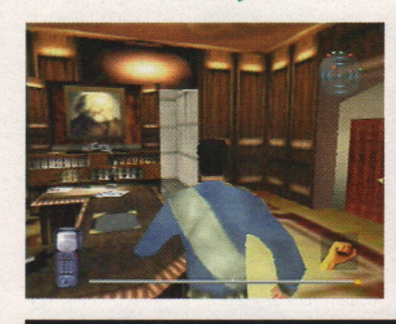
MISSION: IMPOSSIBLE

Having ordered *Mission: Impossible* way back in March 98, I was expecting great things when it finally arrived in September. I played it through and grew to appreciate the little things it does so well. For instance, if you shoot the men driving the cars on the train roof level, the cars spin and crash.

Unfortunately, it does the big things sooo badly. Graphics, AI, sound and a decent camera system to name but a few. Six months wait for this? Worth £40 of my hard-earned cash? I don't think so. As bad as the film? Definitely.

Tom Riley, Kent

49%



TUROK 2

It's almost too bad to be true. *Turok 2* is a triumph of style over substance. Did anybody at Iguana actually play the game? There's nothing more irritating than being robbed of gameplay by an erratic slideshow frame rate. The level designs are tedious, while the narrow angle of vision and the shortarse 'groin cam' make it feel as if you're playing as Kenny from South Park.

Control feels dislocated and it's nothing like as smooth as *GoldenEye* which incidentally has a well-balanced, tense and fun deathmatch. *Turok 2* has not. This game is a mistake and worse with a RAM pak.

Adam Taylor

50%



SILICON VALLEY

Despite what people say about dodgy graphics, or about it being for babies, *Silicon Valley* is actually an amazing game with an ingenious animal changing central idea. There are at least 40 animals to choose from and each is each wackier than the last from rocket-powered king penguins to the armed desert fox.

The levels are easy to start with but get much harder and, at times, it can be extremely frustrating. Also, the music is great throughout, really fitting into each level and the background noises made by all the other animals.

Silicon Valley – you should seriously consider buying it.

Mark Wassouf, London

91%



BODY HARVEST

For me, the fun in *Body Harvest* comes from its simplicity. Compared with games such as *Turok 2* and *GoldenEye*, *Body Harvest* is technically not the best shoot-'em-up you've ever seen but the sheer number of vehicles in the game is mind-blowing.

The game's objectives force the player to explore every inch of the huge worlds and ensure hours of play.

Probably the best thing about the game, though, is the wide variety of enemies. On each level the enemies get bigger and brasher and then there's the screen-filling bosses!

Body Harvest entertains like a Man United-Barcelona clash. Get it!

Jonathan Holmes

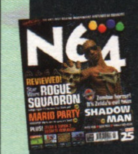




Send your reviews to: Write You Are!, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

WHERE WE'VE TIPPED ZELDA BEFORE

It's the best game ever! And you know it. Which is why we've covered it in a frightening amount of depth...



Issue 25
A bafflingly comprehensive guide to finding all the weapons and equipment. A-ha!



Double Game Guide + No.14
A complete walkthrough – on how to complete the game in under 60 hours. Handy? You betcha!



Official N64 Zelda Guide Book
And a complete magazine containing EVERYTHING in the game. Utterly indispensable and out now! Get it in!

WHAT WE SAID



We reviewed *The Legend of Zelda* in issues 23 and 24 and this is what we concluded:

"A peerless example of Nintendo doing what they do best. An epic in every sense of the word."



HOW TO...
find all sorts of stuff in
THE LEG



Still playing *Zelda*? Of course you are. A little bit stuck? You might be. It's a big game, after all – so here's our latest lovin' spoonful of tip top tippery.

Like some kind of magical treasure chest, or a very rich charity, *Zelda* keeps on pouring forth its riches. Packed full of things to do, and find, you could very well grow a huge white beard simply by wandering around having a look at things. But you'll want to actually finish the game at some point, and, luckily, our *Zelda*-fied Double Game Guide + shows you exactly how do that this month, being stuffed with a full walkthrough of the game. Meanwhile, on these very pages, we're going to give you a few hints on how to find some of the more obscure items in the game, and take part in some enjoyable sub-games while we do it. Which is nice, eh? Yup.

END OF ZELDA OCARINA OF TIME

by Jes Bickham

GO! GO!

HAPPY MASK HUNTING





The Happy Mask shop, found in Hyrule Castle Market Square, is an odd sort of place. Rather than selling you things outright, the owner prefers a kind of trust system. He'll give you a mask – for free – and then it's up to you to sell it, making you, we suppose, a salesman-by-proxy for the shop.

Once you do, though, you've got to bring the money you got for the mask back to the shop owner. You're then given the option of taking another mask... and so the process continues.

And, although the trading of masks is merely an entertaining aside to the main quest, there is a certain method to this madness. Oh, and you can only wear the masks as young Link.

STEP 1 THE KEATON MASK

Oookay, then. The first mask that you'll get your hands on is the Keaton Mask, and you should take it to the guard stationed at the gates to Death Mountain Trail, in Kakariko Village. Resembling some kind of oriental fox, it's apparently based on a popular character – although whether this is an obscure example of Japanese satire, or simply the reason why the guard wants it for his child, is unclear. The guard doesn't appear to take it home until you become an adult.







STEP 2 THE SKULL MASK

To get rid of this mask, you need to travel to the lost woods. Once inside, take the first left so that you come to a clearing with two tree stumps and a skull kid. Wear the mask, stand on the low stump opposite him and play Saria's Song. Navi will note that he doesn't seem to be worried about not having a face but he spies your mask and pleads with you to sell it, as it'll make him look "rough and tough". Unfortunately, he'll pay you less than it's truly worth, but that's life.







STEP 3 THE SPOOKY MASK

Right. Time to head for Kakariko Graveyard. Make sure it's daytime, as you'll need to find the sickeningly cute small child who, bizarrely, wants to be the hunched and undeniably ugly Dampe the Gravekeeper. Wearing the Spooky Mask gives him the option of doing this, and when he sees it he'll offer to buy it from you. We're not quite sure how he manages it, but he's able to pay for the mask in full.



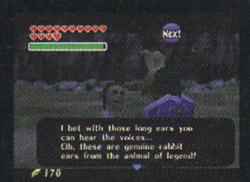


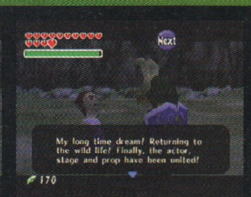


STEP 4 THE BUNNY HOOD

Take the Bunny Hood out into Hyrule Field. Somewhere around Lon Lon Ranch, you should find the running man getting some practice in. You can't talk to him while he's running, so you'll have to follow him around until he gets tired. You'll be treated to a very strange conversation (he, um, wants to be a rabbit), and he'll pay a vast amount for the Bunny Hood. Which is nice. Also, the Bunny Hood will prevent the skeletons in Hyrule Field from attacking.







STEP 5 THE MASK OF TRUTH

Take your last profits back to the Happy Mask Shop, and a delighted Shopkeeper will now let you borrow the mysterious Mask of Truth. Talk to people with it on, and you'll find out exactly what they think of you. However, the most use you'll get from it is by talking to the Gossip Stones dotted around Hyrule. If you're wearing the Mask while you check them they'll give you a handy, and, more often than not, obscure hint. Very odd. But useful, mostly.







OTHER MASKS

There are three other masks that you can borrow at any time, once you've got the Mask of Truth; a Goron Mask, a Zora Mask and a Gerudo Mask. You can borrow one at a time, and they're not exactly useful for anything much – rather, wear them to get a different reaction from people you've already spoken to (for instance, wear a Zora mask when in Zora's Domain). Not helpful, really, but quite fun.

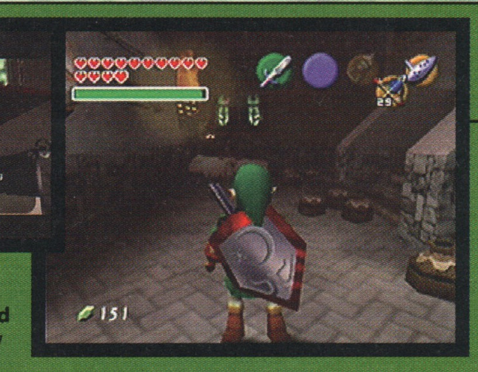






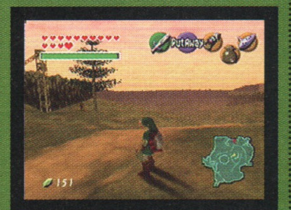
GHOSTBUSTING





Remember the guardhouse – just inside the gates to Hyrule Castle – where, as little Link, you were allowed to smash all those lovely pots to smithereens? Well, if you go there as big Link, when Hyrule lies in ruins, you'll find a strange character that collects Poes. But not just any Poes – there are special Great Poes dotted around Hyrule Field, that only appear when you're riding Epona. They can be destroyed with two hits from the Fairy Bow, and their essence can then be captured in a bottle. The Poe-collector will buy any Great Poes from you, for hard cash – and give you a 'club card' to record how many you've caught. Once you've got ten, he'll give you a little something extra...

Here's where the Poes are.



Poe 1

Around the centre of Hyrule Field, near the tree that stands by the entrance to Lon Lon Ranch.



Poe 2

Find the large grey boulder south from the entrance to Kokiri Forest, towards the middle of Hyrule Field.



Poe 3

On the 'overhang' by Zora's River, that faces the entrance to Kokiri Forest.



Poe 4

There's a brick wall to the east of Lon Lon Ranch – on the outside wall, near the corner.



Poe 5

Directly in front of Hyrule Castle, near the sign that points the way to Lon Lon Ranch.



Poe 6

Find where the paths to Gerudo Valley cross; the Poe is southwest of here, next to the outer wall of Hyrule Field.



Poe 7

Around about the middle left of Hyrule Field, near a tree by the paths leading to Gerudo Valley.



Poe 8

Follow the stream that's coming from the west of Hyrule Castle, and you'll see the Poe hovering near a bush along its banks.



Poe 9

At the bottom right of Hyrule Field you'll see a green tree near a group of plants that you can cut. The Poe's around here.



Poe 10

There's a grove of brown trees near Poe 9, with a boulder inside. There's a tree to the southeast and that's where the final Poe lives.

BOTTLE IT!

Bottles, then – the answer to all your *Zelda* needs. Well, some of them, anyway (you won't, for example, beat Ganondorf simply by throwing empty jars at him. Probably). But bottles are jolly important. You can keep health-restoring fairies in them, or nourishing milk from Lon Lon Ranch, or Blue Fire, or even Poes. And there are only four places that you can get them in the whole of Hyrule. And here's where they are.



Bottle 1

As little Link, go through the door on your left as you enter Lon Lon Ranch. Talon's in there, and he'll set you a challenge involving chickens – find his three super cuccos within 30 seconds, and he'll give you a bottle full of health-replenishing milk.



Bottle 2

In Kakariko Village, find the woman near the entrance to the graveyard, standing near the chicken pen. The chicken pen is hers, and she's lost all her cuccos – find them all (see 'Fowl Play' for details) and she'll give you a bottle as a reward.



Bottle 3

After you've obtained the Silver Scale from Zora's Domain – by diving from the waterfall and collecting the rupees – go to Lake Hylia. There's a bottle containing a note on the river bed, by the ruined masonry. Give the note to King Zora and keep the bottle.



Bottle 4

Once you've collected all ten Great Poes for the ghost trader in the guardhouse (see 'Ghostbusting' for details), your reward will be the fourth and final bottle. Simple, eh?

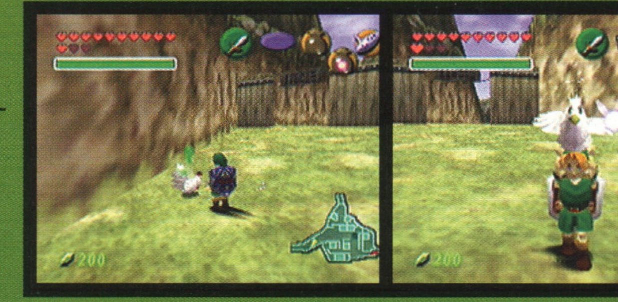
GO! GO!

FOWL PLAY

One of the most enjoyable sub-games in *Ocarina of Time* is the cucco-collecting, for the distressed woman, in Kakariko Village. You'll need to use the secret 'chicken trick', as well, which is great fun – hold a cucco above your head and leap from a high place, and the flapping cucco will glide you gently to the ground. Smashing.

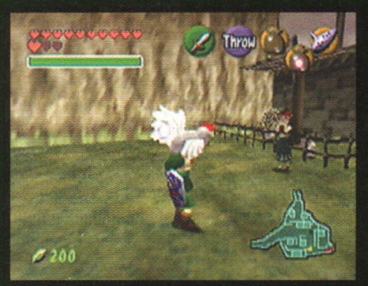
Once you've grabbed a cucco, simply take it back to the pen and throw it in.





Cucco 1

Simpler than simple. You'll see the very first stray cucco as you enter Kakariko Village, by the gate. Easy.





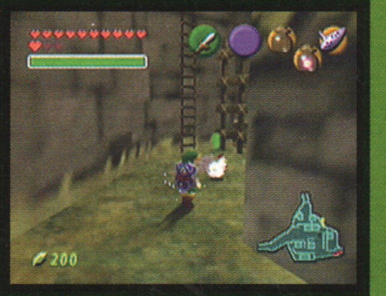
Cucco 2

The second cucco is wandering near the cucco pen and its distressed owner. Don't throw it in the pen just yet, though – you'll need it to get to the third cucco.

Cucco 3

Across from the unfinished house there's a small platform that you can't get to with a cucco on it. Use the chicken trick – with cucco 2, deposit one of the two cuccos in the pen and keep one so you can get cucco 4.





Cucco 4

From the platform in front of the windmill door, use the chicken trick to get over the fence to the otherwise unreachable area to the right. Cucco 4 is milling around by the hole (which leads to a secret grotto).

Cucco 5

From the fourth cucco, climb up the ladder which takes you up behind the windmill. There's a cucco up there (although we're blowed if we know how it got there).





Cucco 6

Near the gate that leads to the Death Mountain Trail (where the guard you gave the Keaton Mask to is), you'll find another cucco squawking and fluttering.





Cucco 7

The final cucco is quite cunningly hidden. Although not cunningly enough. Find the crate by the wall, opposite the building that houses the cursed Skulltula children. Simply roll into it, smashing it, to release the final cucco.

WARP PORTALS

Need to get somewhere really fast? In a hurry? Just can't be bothered with all that walking business? Then don't worry. *Ocarina of Time* tries to help you as much as it can when it comes to getting around – Hyrule is a particularly vast place, after all, isn't it? – with certain ocarina tunes warping you to specific places, and, of course, the lovely Epona to personally chauffeur you around.

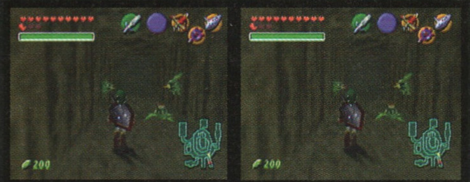
But there are also certain 'warp portals' littered around the place. These provide you with instant shortcuts between two different areas. The portals are two-way, obviously, so you can also use them to warp back to wherever you just warped from. If you like. Here's where you'll find the portals...





The Lost Woods (1)

Go right then left through the Lost Woods, from Kokiri Forest, and you'll come to a stone-clad doorway. This is the warp to Goron City.



Goron City

On the first floor of Goron City there's a tunnel with a bomb flower encircled blockage half way down. Blow up the boulders with the bombs to proceed. This warps to The Lost Woods (1).



Zora's River

In an alcove to the right of the entrance to Zora's Domain, you'll find a deep pool. Diving down into it will bring you out in the Lost Woods (2).



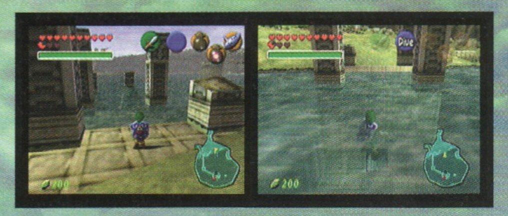
The Lost Woods (2)

Enter the Lost Woods and follow these directions: right, left, right. You'll come to a pool – you'll need the Iron Boots to get to the bottom, but it leads to Zora's River.



Zora's Domain

Under the main pool in Zora's Domain there's a doorway that leads to Lake Hylia. You don't need the Iron Boots to get through it, as it's shallow enough for you to dive through.



Lake Hylia

Near the scarecrows there's some ruined masonry leading into the lake – there's a submerged tunnel down there that leads to Zora's Domain. Nice.

Next issue in... N64 LOTS MORE ZELDA!

What next for N64 Magazine and *The Legend of Zelda*?

We've already had a colossal response to our three *Zelda* challenges, with mountains of entries about your favourite *Zelda* bits, *Zelda* tips, and even your own ocarina tunes (The Simpsons' and Jurassic Park's theme tunes have proven to be rather popular). Well, we'll be printing it all next month – so, if you haven't entered anything yet, you'd best get scribbling. Yip!

READERS' ZELDA TIPS!

Ocarina of Time is a truly vast game. So vast, in fact, that a complete walkthrough would reach to the moon and back 3.65 times. If it was in very large letters. Maybe.

Anyway, alongside our usual page, we'll be running a special *Zelda*-specific Readers' Tips section, giving you the chance to show off your *Zelda* knowledge and share it with every **N64** reader in the World. Be it something quirky, something unusual, something secret or something just plain helpful, send it in. There'll be a prize for the best...

Send your tips to:

"Readers' Zelda Tips", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

YOUR FAVOURITE ZELDA 'BIT'!

There's so much to see and do in *Ocarina of Time* that it was impossible to list it all in our review, but, nonetheless, we've all still got our favourite bits, Wil's obsession with chickens notwithstanding. Jes, for instance, can't get enough of the physics-knackering twisted corridor in Forest Temple, and Andrea just can't stop cooing over "that cute young Link".

But we want *you* to tell us about *your* favourite bits of Zelda – write in and we'll devote a section of the magazine to printing all the things you like best about Shigsy's latest masterpiece. It can be anything, no matter how big or small, from the sun setting to the whole, epic storyline. So, what are you waiting for? Get playing and tell us why *Zelda*'s so flippin' great.

Send your entries to:

"It's okay... If you like that sort of thing", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



YOUR OWN WONDERFUL MELODIES!

Have you tried using the analogue stick when playing the Ocarina? Have you? Well, then you'll know you can 'bend' the notes and create all sorts of your own tunes.

Our third challenge for you is to create your own melody, tape it (video or audio), scribble down the transcription (i.e. what buttons you've pressed), give it a name, and send it all to us posthaste. Or, you can supply your own 'interpretation' of a popular tune, such as, oooohh, Billie's 'Because We Want To' or B*Witched's 'C'est La Vie'.

There'll be a prize for the best tune, and, says Tim, there'll be something special for the first person to play the Prodigy's 'Firestarter'. Apparently.

Send your entries to:

"SingalongaLink", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

Help Wanted is your chance to share your gaming expertise with the World. If you've mastered a game, found an extra-cool bit in it, a great new way to get the best scores, or even just something odd or funny, then we want to hear about it.

If your guide gets printed, then you'll find yourself the lucky recipient of an **N64** record bag – complete with Overton-drawn exclusive **N64** artwork in ever-so-tasteful matt black. If you include a photo with your guide, you'll also get your beaming face printed for N64 gamers everywhere to ~~laugh at~~ enjoy.

The rules are below – get typing.

THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. For instance, in this issue Andrew has concentrated on beating the staff ghosts included in *F-Zero*.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.
- Don't forget to include a photo.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month.
Oh, and good luck!



HOW TO...
beat the staff ghosts in F-ZERO X

By Andrew Mills

Nintendo's sublime racer is THE game for time trialling. Its super smooth steering makes for a far friendlier trial.

But it's the Nintendo staff ghosts that really add the challenge. Forget the ghosts in *Mario Kart 64*, this time Nintendo got serious. All the ghosts seem impossible to beat.

But they're not. Included in this guide are general tips that apply to all tracks, as well as the time the staff ghosts achieve. To unlock a staff ghost, just achieve a reasonable time. But, most of all, be patient. They WILL take time to beat, even with this guide.

GENERAL TIPS AND KEY

• The staff ghosts use the best craft for each track. You'll have to use the same to stand a chance.

• If you slide even ONCE, forget it. The staff ghosts will just get an unbreakable lead. Just restart.

• When jumping, tilt the nose of your craft so it's just below horizontal. This will give you maximum distance and speed.

• The settings described refer to a point on the scale. E.g. Two bars from the right means the second last bar on the scale. Two notches refer to taps in that direction on the D-pad.

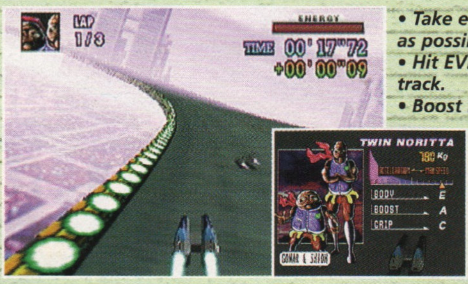
• Double tapping Z or R quickly around tight corners is essential, especially at high speeds.

• Press 'L' at the start of a race to keep check of the distance between you and the staff ghost.

MUTE CITY Craft: Twin Noritta

Setting: 2 from right, 2 notches right

Staff Ghost Time: 1'24"800

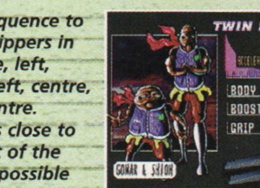


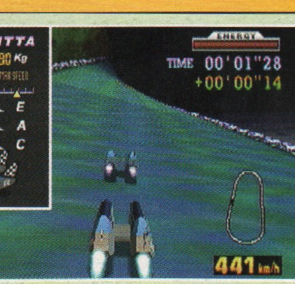
• Take each corner as tightly as possible.
• Hit EVERY zipper on the track.
• Boost inside the energy strips.
• There's not much room for improvement as it's such a simple course, so everything must be done PERFECTLY.

SILENCE 1 Craft: Twin Noritta

Setting: 2 from right, 2 notches left

Staff Ghost Time: 1'17"800





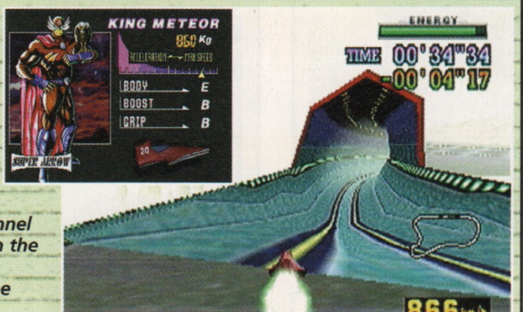
• The sequence to hit the zippers in is: centre, left, centre, left, centre, right, centre.
• Stay as close to the right of the track as possible on all laps.
• On the last two laps, hold Up as you come off the last zipper and boost over the lip of the hill. This'll stop you from falling off.
• Boost as often as possible when going for the zippers.

SANDOCEAN Craft: King Meteor

Setting: 2 from right, 2 notches left

Staff Ghost Time: 1'19"778

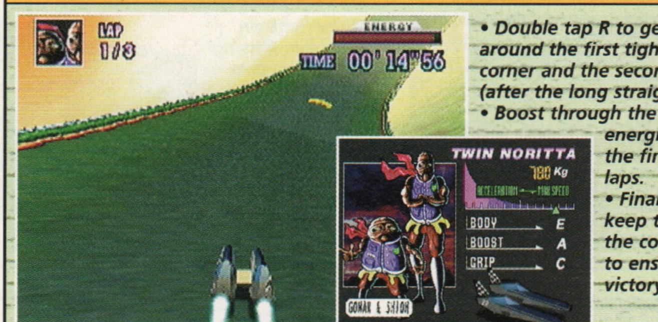
- Take the right hand part of the tunnel as you enter it, come out on the yellow line when it straightens.
- Don't turn too sharply when hitting the first zipper, you'll slide.
- Boost twice in the tunnel and up to the zipper on the final two laps.
- Double tap around the corners at high speed.



DEVILS FOREST Craft: Twin Noritta

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'25"951



- Double tap R to get around the first tight corner and the second (after the long straight).
- Boost through the energiser on the final two laps.
- Finally, keep tight to the corners to ensure victory.

BIG BLUE Craft: King Meteor

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'39"704

- There's a booster at the top of the pipe at the start.
- Go left from that, get two more, go left for the fourth, left for the fifth, up to the top for the sixth, and stay up there for the final two. It's very easy to slide near the end of it so double tap R if necessary.
- Boost as much as possible until the S bend at the end, where double taps of Z and R are essential.



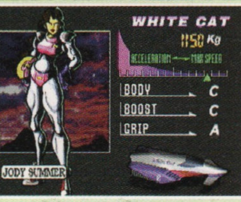
PORT TOWN Craft: White Cat

Setting: 3 from right, 4 notches right

Staff Ghost Time: 1'39"927

- After hitting the first zipper, double tap Z then R very fast in succession to get around the S bend.
- Double tap R on the corner before the ice.
- When you land from the jump double tap R to make it around the corner quicker and easier.
- Hit the zipper on the first lap, miss it on the final two, and boost through the energy strips instead.





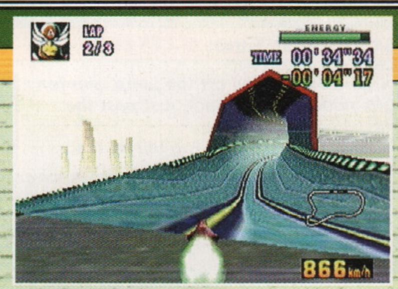
SECTOR ALPHA Craft: Lyttle Wyvern

Setting: 2 from right, 4 notches right

Staff Ghost Time: 1'26"107



- When you come to the first twist in the bend at the start, take the corner hard right and hit the zipper.
- Immediately hug the left-hand side of the track and stay there until the tunnel.
- Take the exit of the tunnel tight, using double R if necessary.



RED CANYON Craft: Blood Hawk

Setting: 2 bars left from middle

Staff Ghost Time: 1'21"917



- Take the closed in sections tight using double taps of R.
- When you reach a jump where no zipper is available, boost.
- Double tapping Z and R on the last two laps is ESSENTIAL to make it past the ghost.

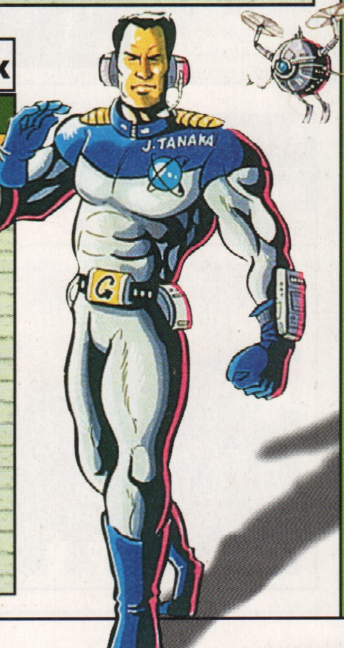
DEVILS FOREST 2 Craft: Blood Hawk

Setting: 3 from right, 4 notches right

Staff Ghost Time: 1'27"704



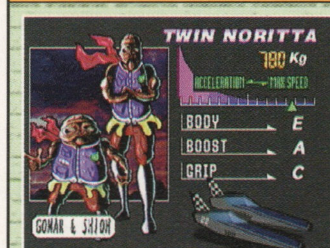
- When hitting the zipper in the tunnel, aim low, and for the next zipper. Do the same for the final zipper.
- When approaching the S bend, double tapping Z will keep you in control.



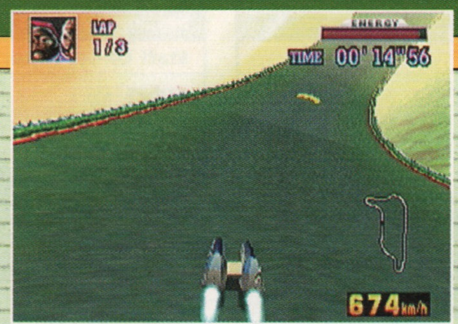
MUTE CITY 2 Craft: Twin Noritta

Setting: 3 from right, 1 notch right

Staff Ghost Time: 1'24"074



- Hit the jump on the first lap. Missing it on the final two laps.
- Double tap R after the tunnel
- Boost over the energy strips, before taking the final S bend – easy!



BIG BLUE 2 Craft: Red Gazelle

Setting: 3 right from middle, 3 notches left

Staff Ghost Time: 1'09"500

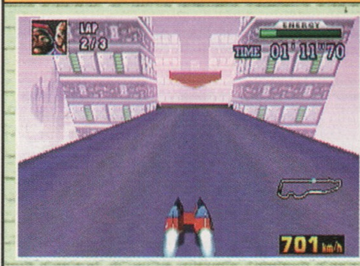


- Double tapping around the corners is essential, especially on the hairpin after the tunnel section beside the energy strips.
- You don't need to double tap R around the last tight S bend at the end, just after the tunnel.
- Boost as much as possible just after the start line on the last two laps. This is where the ghost will catch up.
- It's very easy to slide on this course, so be very careful.

WHITE LAND Craft: Twin Noritta

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'45"063





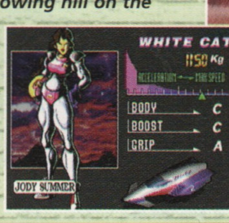
- Take the tunnel easy on the first lap, use double taps on the final two.
- When you reach the floating platforms, aim low.
- Boost off the second to last one to fly over the bump and land on the track quicker. Aiming for the energy strips.

FIRE FIELD Craft: White Cat

Setting: 4 from right, 1 notch right

Staff Ghost Time: 1'27"496

- When you come off the jump, aim for the middle of the track, just past the last S bend.
- Boost up the following hill on the final two laps. Not forgetting the zipper on the way up.
- Hold Up when you hit the top of the final sharp hill, right at the end.



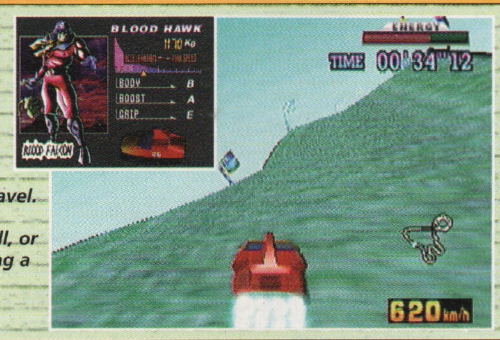


SILENCE 2 Craft: Blood Hawk

Setting: 2 left of middle, 5 notches left

Staff Ghost Time: 1'39"224

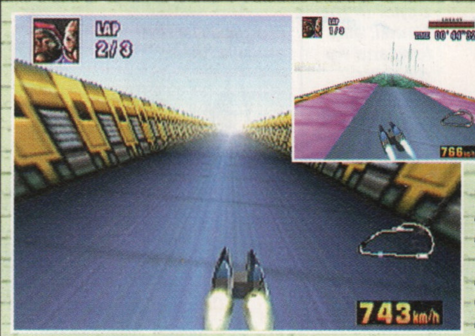
- A very tricky ghost to beat. You must take all corners as sharply as possible, except for the stretch that contains the gravel.
- Boost when travelling up hill, or just after turning a tight corner.
- Finally, keep trying!



SECTOR BETA Craft: Twin Noritta

Setting: 2 from right, 5 notches left

Staff Ghost Time: 1'39"224



- When you come out of the tunnel, don't go too fast or you'll fly off at the dip.
- When you go up the hill just after, aim for the EAD sign and fly briefly off the track. Aim back for the middle of the track for maximum speed.
- When you go past the line at high speed, double tap Z twice, fast in succession.

RED CANYON 2 Craft: Blood Hawk

Setting: 2 right from middle

Staff Ghost Time: 1'44"109



- Another hard ghost to beat. The best advice is not to go too fast, or you'll fly off the dip.
- It's VERY easy to slide on this track, so be extra careful when boosting.



WHITE LAND 2 Craft: Twin Noritta

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'16"543

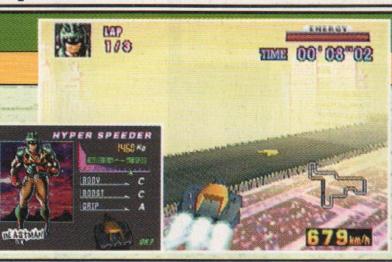


• It's VERY easy to slide in the half pipe, so stick to the racing line that's the flattest piece of track.
• You can spot it running the whole way around.
• Don't miss a SINGLE boost. All are vital to win.
• Boost as often as possible. Especially after you just cross the start line.

MUTE CITY 3 Craft: Hyper Speeder

Setting: 4 from right, 2 notches right

Staff Ghost Time: 1'49"688



• Hit EVERY jump panel. You can gain extra speed by aiming at the ground.
• When you come to the straight, hit the zipper and aim towards the jump panel. Then boost when you're about to hit the second.
• Finally, double tap Z to get around the final corners on the way to the finish line.

DEVILS FOREST 3 Craft: Night Thunder

Setting: 2 left from middle, 5 notches left

Staff Ghost Time: 1'23"455



• The best thing to do is boost when going up hill, or around a corner.
• Again, keep double tapping Z for better grip around the corners.



RAINBOW ROAD Craft: Night Thunder

Setting: 3 left from middle

Staff Ghost Time: 2'18"520



• Another very hard ghost. At the start of the race, go off the track when the barrier disappears. Aim for the back of the track for a speed boost.
Take every corner as tightly as possible.
• Take the inside route past the mines. You CAN weave in-between them.

SPACE PLANT Craft: Mighty Hurricane

Setting: 3 from right

Staff Ghost Time: 2'12"800

• Take ALL the inside corners on the pipe. There are no zippers on it.
• Boost off the final hill before the finish/start line and on the next hill as well.





SAND OCEAN 3 Craft: Blood Hawk

Setting: Middle

Staff Ghost Time: 1'39"921

• A very twisty course. Double tap around all the corners to make it safely.
• Hit ALL of the speed boosts.
• Make use of the small jump in the tunnel at the end.



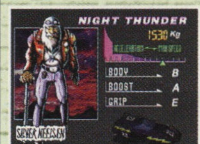


PORT TOWN 2 Craft: Night Thunder

Setting: 3 right from middle

Staff Ghost Time: 1'57"513

• Double tap around all the corners except for on the last long stretch before the energy strips.
• Boost out of the corners, but watch out for the hairpin corner directly after the first energy strips.





BIG HAND Craft: Blood Hawk

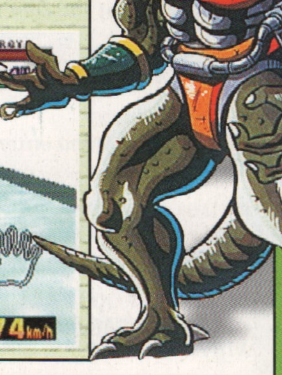
Setting: 2 right from middle, 5 notches right

Staff Ghost Time: 2'33"597



• Go in a straight line when travelling over the ice. The ghost goes around it and loses time.
• Boost out of every tight corner to keep up your speed.
• Double tap twice around the corners for the best line.
• Boost once before the first patch of ice, and then again afterwards.





TIPS EXT

ISS '98

ALL STAR TEAMS
On the title screen enter the following code:
Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left-C, Left, Left-C, Right, Right-C, B, A, press and hold Z.



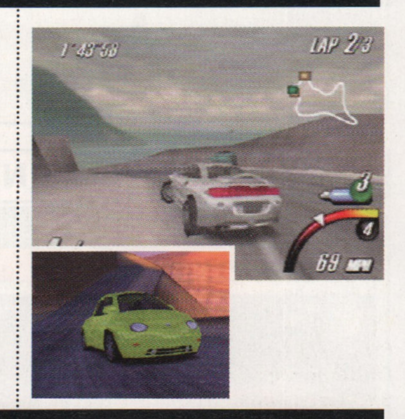


Top Gear Overdrive

At the first menu screen there are four options:
Championship • Versus • Setup and Credits.
Move the arrow in the orders below and then press Z to activate the cheat.

ALL CARS
Credits, Championship, Championship, Versus.

BONUS HOTDOG CAR
Credits, Versus, Setup, Championship, Versus, Versus.



NFL Quarterback Club '99

ALWAYS FUMBLE
At the Cheat Menu enter BTTRFNGRS.



BIG COINS
At the Cheat Menu enter BGMNY for big coins at the coin toss.

BIG FOOTBALL
At the Cheat Menu enter BCHBLL.

CHEAT TEAMS
At the Cheat Menu enter XTRTMS.

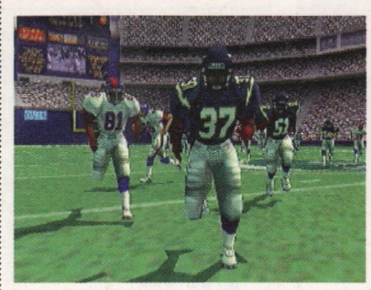
DOUBLE DOWNS
At the Cheat Menu enter DBLDWNS.

ELECTRIC FOOTBALL
At the Cheat Menu enter XTRVLTG.

FAT PLAYERS
At the Cheat Menu enter MRSHMLLW.

FIRE BALL
At the Cheat Menu enter HSNFR.

FLUBBER BALL
At the Cheat Menu enter FLBBR.



HIDDEN CHARACTER
To play as "The Good Mr." enter the code:
Top-C, Bottom-C, Left-C, Left-C, Right-C, Left-C, Top-C at the main menu.
"The Good Mr." Can be found on the Dallas Cowboys just under Emmitt Smith.

Injury Prone Players
At the Cheat Menu enter HSPTL.

LAND MINES
At the Cheat Menu enter PPCRNRTRNS.

NO FUMBLES
At the Cheat Menu enter STCKYBLL.

PINBALL PLAYERS
At the Cheat Menu enter PNBLL.

RAQUETBALL MODE
At the Cheat Menu enter RCQTBLL.

RUGBY MODE
At the Cheat Menu enter RGBY.

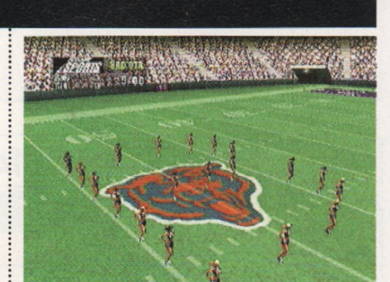
SKINNY PLAYERS
At the Cheat Menu enter TTHPCK.

SLIPPERY MODE
At the Cheat Menu enter SLPNSLD.

SLOW-MOTION PLAY
At the Cheat Menu enter FRRSTGMP.

SUPER KICKERS
At the Cheat Menu enter PWRKCKR.

UNLIMITED TURBO
At the Cheat Menu enter TRBMN.







RA

The latest games, the latest tips and cheats – all freshly served at the Tips Extra canteen. Be careful, though, some of these might finish off your game for you.

Rogue Squadron



BEGGAR'S CANYON
Fly a T-16 Skyhopper on Tatooine. Finish all missions with at least a BRONZE medal.

DEATH STAR TRENCH RUN
Beat the game getting SILVER medals on each level.

BATTLE OF HOTH
Finish all levels with a GOLD medal to play the original Battle of Hoth.

CREDITS CHEAT
Enter CREDITS at the password screen.

AT-ST BONUS LEVEL
Enter the password CHICKEN for the AT-ST bonus level.

ALL POWER-UPS
Enter TOUGHGUY at the password screen.

FLY THE MILLENNIUM FALCON
Enter FARMBOY at the password screen.

INCREASE DIFFICULTY
Enter ACE at the password screen.

INFINITE LIVES
Enter IGIVEUP at the password screen.

MUSIC MENU & SHIP GALLERY
Enter MAESTRO at the password screen.

RADAR CODE
Enter RADAR on the password screen for a radar that shows objects with higher altitudes brighter than low-flying ships.

WATCH ALL CUT-SCENES
Enter DIRECTOR at the password screen.



South Park

ALL CHARACTERS IN MULTIPLAYER MODE
Enter the password OMGTKKYB.

ALL WEAPONS
Enter the password FATKNACKER.

INVINCIBILITY
Enter the password ASSMAN.

LEVEL SELECT
Enter the password THEEARTHMOVED.

PEN AND INK MODE
Enter the password PLANEARIUM.



UNLIMITED AMMO
Enter the password FATTERKNACKER.

VIEW CREDITS
Enter the password SCREWYOUGUYS.

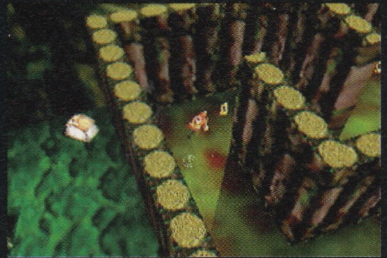
BONUS CHARACTERS
To access these characters in multiplayer mode, enter one of the passwords below.

veggieheaven = Skinny
cheatingisbad = Mr. Mackey
elvislives = Bar Brady
outrage = Big Gay Al
hawking = Ned
slapupmeal = Starvin Marvin
phaert = Phillip
raft = Terrance
dorothysfriend = Mr. Garrison
lovemachine = Chef
checkataco = Wendy
fishnchips = Pip
kickme = Ike
allwoman = Mrs. Cartman
goodscience = Mephisto
staringfrog = Jimbo
majestic = Alien



Classic tip BANJO-KAZOOIE

Once you've cleared the underwater treasure room in Treasure Trove Cove, go back to Banjo's house and look at the picture of Bottles over the mantelpiece. You'll earn yourself some puzzle-based sub-games which, if you complete them, earn you some cheats to use in the game. Make sure you have a pen and paper to write down Bottles' instructions.





GO! GO!



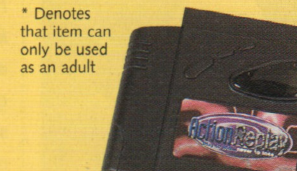
ACTION REPLAY CODES

LEGEND OF ZELDA

Must have v.1.13 Action Replay

Unlimited rupees	81118404 03E7
Unlimited health	81118400 0140
Unlimited magic	81118403 0030
Infinite deku sticks	80118444 0000
	8011845C 0063
Infinite deku nuts	80118445 0001
	8011845D 0063
Infinite bombs	80118446 0002
	8011845E 0028
Infinite slingshot bullets	8011844A 0006
	80118462 0032
Infinite bombchus	8011844C 0009
	80118464 0063
Infinite beans	80118452 0010
	8011846A 0063
Fairy bow*	80118447 0003
Lens of truth	80118451 000F
Fire arrow*	80118448 0004
Ice arrow*	8011844E 000C
Light arrow*	80118454 0012
Din's magic	80118449 0005
Farore's magic	8011844F 000D
Nayru's magic	80118455 0013
Empty bottle	
1st position	80118456 0014
2nd position	80118457 0014
3rd position	80118458 0014
4th position	80118459 0014
Bottle's contents	
(Use any empty bottle code changing 0014 to...)	
Red potion	0015
Green potion	0016
Blue potion	0017
Bottled fairy	0018
Fish	0019
Lon lon milk	001A
Letter	001B
Blue fire	001C
Bug	001D
Big poe	001E
Lon lon milk (half)	001F
Claim check*	8011845A 0021
(Change 0021 to...)	
Weird egg	0022
Chicken	0023
Zelda's letter	002D
Pocket egg*	002E
Pocket cucco*	002F
Cojiro*	0030
Odd mushroom*	0031
Odd potion*	0032
Poacher's Saw*	0033
Goron's sword(broken)*	0034
Prescription*	0035
Eyeball frog*	0036
Eye drops*	0037
Mask of truth	8011845B 0024
(Change 0024 to...)	
Masks:	0025
Keaton mask	0026
Skull mask	0027
Spooky mask	0028
Bunny mask	0029
Goron mask	002A
Zora mask	002B
Silver scale	80118472 0002
Golden scale	80118472 0004
Bullet bag (holds 50)	80118472 00C0
Bomb bag (holds 40) +	
Golden gauntlet*	80118473 00D8
Bomb bag(holds 40) +	
Silver gauntlet*	80118473 0098
Bomb bag(holds 40) +	
Goron's bracelet	80118473 005F
Boomerang	80118451 000E
Fairy ocarina	8011844B 0007
Ocarina of time	8011844B 0008
Megaton hammer*	80118453 0011
Hookshot*	8011844D 000A
Longshot*	8011844D 000B
Infinite time to ride horse in field	801197A1 003B
All equipment	8111846C 7777
All items available on quest status page i.e. all sacred stones, all pieces of sage's medallions, all songs	81118474 30FF
	81118476 FFFF
Use Megaton hammer as child (Press the left 'C' button to use hammer – it will not be visible in Link's hands)	80118439 0011
Wear adult's clothing as child (Use in conjunction with equipment code)	
Normal tunic and Iron boots	80118440 0021
Normal tunic and Hover boots	80118440 0031
Goron tunic and Kokiri boots	80118440 0012
Goron tunic and Iron boots	80118440 0022
Goron tunic and Hover boots	80118440 0032
Zora tunic and Kokiri boots	80118440 0013
Zora tunic and Iron boots	80118440 0023
Zora tunic and Hover boots	80118440 0033
Quiver (holds 30 arrows)	80118471 0001
	80118472 0004
Infinite arrows	8011845F 0032

* Denotes that item can only be used as an adult



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

READERS' TOP TEN TIPS

Another bulging post bag. After two-solid days of letter-opening here are ten of the very best.

Don't forget the Cheat of the Month wins a lovely MakoPad from Interact (01204 700139). Everyone else gets an **N64** badge.

Tip of the month

1 F-Zero X
Kill five cars in a race to earn yourself an extra life. Handy for the harder cups where you only get a few lives.
Martin Rosinski, Ealing



2 *F1 World Grand Prix*
(Looking at the course map in issue 20, page 64, makes this cheat easier to understand.) On the British Grand Prix I have found a useful little shortcut to shave seconds off your time. While speeding up Hangar Straight you start to turn right around Stowe. However, towards the end of the turn you'll notice the sand thin out. Skip off the track here and over to a strip of tarmac alongside the grandstand. This brings you out at Club Corner seconds ahead of the field. Make sure damage is set to 'off'.
Andrew Richards, Littlehampton



3 *1080° Snowboarding*
Choose the Deadly Fall course with any character and do the whole course until you approach the finish line. Now go to the line of rock as far right as possible and do a big jump when you pass the line. Your character should jump off the cliff and bounce around the screen. Funny, eh?
Darren Morris, Lesbury

4 *Buck Bumble*
To access all missions hold Z and press Right, Down, Down, Right and release Z. Now press Right, Up, Down, Left, Left, Up, Right and Right. Do this on the title screen.
James Fawcett, Skelmersdale

5 *ISS '98*
The moment after you've been tackled and your player is stumbling, quickly press all four C buttons. This will make your player dive and win a free kick and is especially useful in the penalty area.
Edward Poole, Chorlton Cum-Hardy

6 *F1 World Grand Prix*
Change the Williams Driver's name to "Museum" and start a race in Exhibition mode. Now retire from the race and use the B button to go back to the very first start screen. Under the word 'start' you'll now see a new option 'Gallery'. Select it to view all the cars and press the buttons for different effects.
Chris Gibson, Glengormley

7 *Diddy Kong Racing*
To go extra fast when time-trialling in the plane or kart, don't hold A down to accelerate, tap it instead. If you tap quickly enough you can increase your speed by about 20%, even without using bananas.
Joerg Mekka, Germany

8 *Bust-a-Move 2*
If you want to skip levels while you're playing, press Z, L, R and A at the same time.
Joe Guard, Dartford

9 *WCW/NWO Revenge*
When you're on a Special you can do one of your opponent's trademark moves. Simply grapple them with A and then press A and B together.
Brian Hossack, Caithness

10 *GoldenEye*
In the multiplayer game, place proximity mines on wall details like posters, signs and noticeboards. When you take a step back, you'll notice that the mines have disappeared making them impossible for your opponents to spot before it's too late.
David Hewitt and David Mackeddie, Perthshire

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

It's for [game name]:

And I've found that if you:

Name ....

Address ....

....

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Postcode ....

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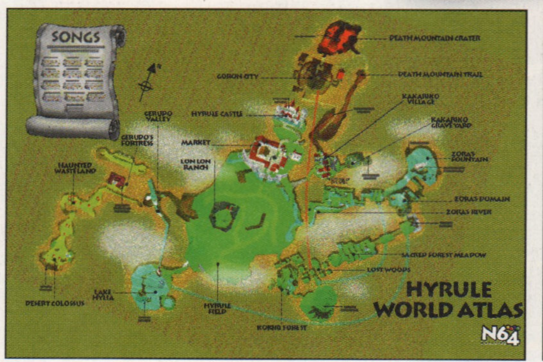
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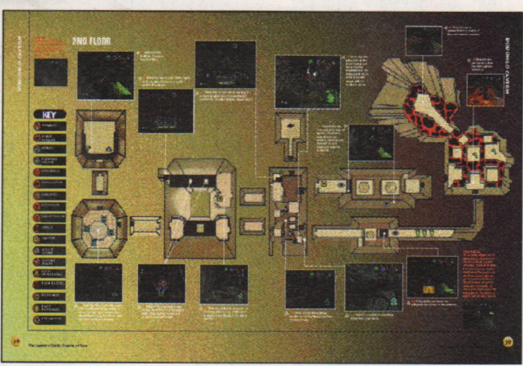
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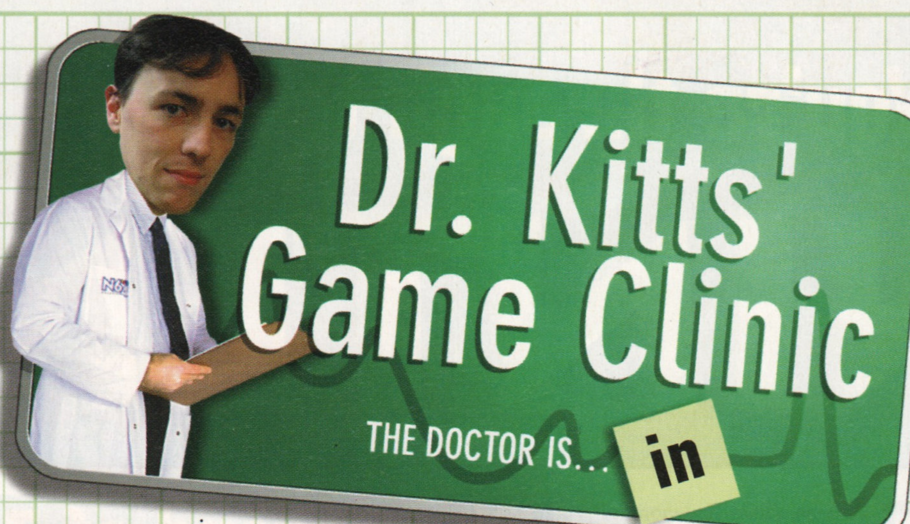
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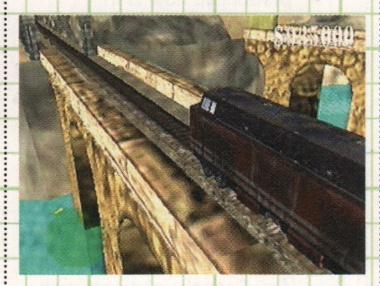
Dr Kitts,
I can't pick up the gold souvenir on *Silicon Valley*'s Fat Bear Mountain level. I need this last souvenir to see the end. Please can you help.
Stephen Carden, Irvine



Dr Kitts finishes filling in his Accidental Patient Death insurance form (three years no-claims bonus!) and turns to answer:
Hmm, an embarrassing complaint for DMA this one. You can't pick up the souvenir because of a bug in the game. As a result, the only way to get your all-souvenirs reward is to use this cheat on the Level Select screen: Down, Up, Z , Left shoulder, Down, Left, Z and Down.

Dr Kitts,
On *Blast Corps* there are some buildings that need to be blown up but as soon as I get through the last building, I run out of TNT and there's no time to go back and get any more. What should I do?
Ben Clingan, Swanscombe

Slipping a blank prescription pad into his jacket pocket Dr Kitts replies:
As I remember, you have to put the second TNT crate on the train and drive it back through the opening you created earlier. Stop the train next to the stone head and the resulting explosion frees the J-Bomb. You can use this for the rest of your demolition work.



Dr Kitts
I've got an overall rating of 100% on *V-Rally* but the four differently-coloured Citroëns you showed in **N64**/23 haven't appeared. Why is this?

Picking some stray earwax from his stethoscope, Dr Kitts looks embarrassed:
The finished review cart we got from Infogrames had the Citroëns in it – all you had to do was get 100%. Unfortunately, when they came to manufacturing the final carts they saw fit to leave them out. I'll try and find out why for the next issue.

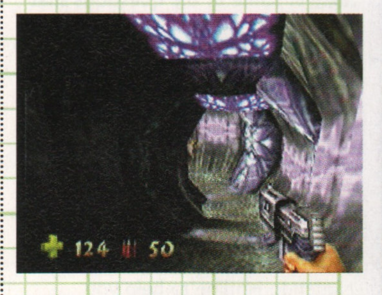
Dr Kitts,
Please help. I'm playing *Zelda* and I'm now big Link. However, when I was little Link I forgot to learn the tune from the girl in the paddock and now I can't get the horse to ride. What should I do?
Luke Edwards, Ickenham

Tutting and shaking his head, Dr Kitts replies:
Silly, boy. Don't forget you can go back and forth in time simply by revisiting the Temple of Time and using the sword. If you've forgotten to do anything as little Link, just go back and try again.

Dr Kitts,
On *Turok 2* I can't get the first Primagen Key or use the Leap of Faith. Please, please help. Have Acclaim got a telephone helpline?
Kyle Durward, Pinchbeck

Taking a deep breath and then quickly swallowing a spare Diazepam Dr Kitts replies:
Slightly complicated, this. To get the Leap of Faith, go to the second level and find the feather. When you have it, take it to the wizard who'll give you the Leap of Faith in return. Now go back to the first level and find the Warp Portal. Just after it past the house you'll find the Tek Bow and, nearby, the Primagen Key. The Leap of Faith makes it easier to collect but you can get it with just normal jumps if you get close to the block and keep jumping.

No, Acclaim don't have a telephone helpline but you can try calling the Nintendo Hotline with any queries on 01703 652222.



Dr Kitts,
So, the secret has leaked out from Nintendo America! You *can* get the Triforce. Please, please tell me how! I know you need 100 Skulltulas but after that, I'm stuck.
Tom Wedley, Winslow

Putting on his 'pained' expression, Dr Kitts prepares to lay this one to rest once-and-for-all:
It's a nasty Internet rumour, I'm afraid. There's absolutely no way to get hold of the Triforce in Zelda – it's just another urban myth like that one about Luigi being in Super Mario 64. *Sorry.*





Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

Post code ....

You're through to the...

NINTENDO

It's been a busy few months, what with rescuing Zelda and saving the land of Hyrule (again). Epona's gone and got colic, Impa's off trying to buy some clothes to make her look a bit more feminine, and Saria's still spouting off on that tree hugging hippy crap. Still, Ganondorf's finally naffed off to start a holiday resort in Tenerife, so we may all finally get a chance to answer some of the questions that you have on *The Ocarina of Time*.

And there have been quite a few of you who've got stuck, I can tell you. Over 250,000, in fact. I did consider asking the Great Deku Tree for help, but unfortunately he's just started sprouting and having trouble with his Magic Beans. (Yum.)

Anyway, I'd better get on before things get too busy, so I'll leave you with the indisputable wisdom of the Nintendo Hotline to help you through the tricky spots in the first section of my game.

love,
Link

P.S. Zelda sends her love.



The Legend of Zelda Ocarina of Time

COMMON QUESTIONS AHOY

Q How do you get the sword in Kokiri Village?

A Do you see the guy in the Training Ground? Near him there's a hole in the wall. When you walk up to the hole, the A button changes to an inviting Enter. Go through the hole, follow the path round the maze (avoiding the giant boulder), and open the chest at the end.

Q In the Deku Tree, how do you get out of the room where the compass was? The door's got bars over it!

A Next to the door you'll see two torches. One of the torches is lit, and the other has gone out. Use one of your Deku Sticks on the lit torch, and then walk up to the unlit one. Once both torches are blazing merrily away, the door will swing open.

Q How do you get onto another level in the Deku Tree? I've got the slingshot and killed all the enemies, but there's nothing else to do.

A You need to climb up to the highest platform on the first floor, and then jump off onto the giant web covering the hole in the floor. You need to land smack bang in the middle of the web though, or you'll just bounce off. And although that might be fun, it's hardly productive now is it?

Q Once I've dropped down to the basement, I seem to be at a dead end! I've stepped on a switch that lights a torch in the corner, but I can't get to any of the other platforms in the room.

A Once you've lit the torch, set one of your Deku Sticks on fire. Face the platform with the web-covered door, and use the raised platform in the water to jump over to it – being careful not to let the Deku Stick go out. Hit the web with your flaming torch until it burns away and then go through the door.

Q I've gone through that door and now I'm stuck in a room with a door with iron bars over it.

A Got the slingshot? Good. See the eye above the door? Twang. Foop.

Q What does that funny little bush mean when he tells you about 2,3,1?

A He's talking about the room with the three Deku shrubs on the level below the basement. After you've dropped through the web on the basement, you'll land here. The shrubs are in a line, so you need to kill the middle one first, then the right hand shrub, and finally the left one. 2,3,1, see?

Q I've completed the Deku Tree and I've been told to go to the castle to find Princess Zelda. However, whenever I get there the guards keep throwing me out!

A Unfortunately, the simple solution is this: Don't let the guards see you! If you get too close to any of them they'll throw you out of the castle. Simply follow the path from the gatehouse (after climbing over using the vines near Malon), walk between the two sets of guards on the path and on top of the hill, work your way over to the fence (you'll need to climb another wall here), and drop into the moat. Once in the moat, follow it around the outside of the castle until you get to the corner, where you can safely get out without being seen. If you're still having trouble with this section, just remember: 'softly, softly catchee monkey'. (Although what that has to do with anything I have no idea.)

Q I've got to the sleeping man by the side of the castle, and I can't wake him up!

A Okay, if you followed the path to this point at night, you would have seen Malon (a young girl) standing by the vines that you used to get over the gatehouse. She tells you that her father, Talon came to make a delivery, but hasn't returned, and in exchange for finding him, she gives you an egg. If you didn't see her, wait until nightfall, and then work your way back to the vines. Once you have the egg, assign it to a C button, and wait for the sun

HOTLINE

01703 652222

to rise and set once, whereupon the egg will hatch. Aah, the miracle of life. Use the chicken during the day to wake Talon.



Q Done that. Now what?

A If it isn't immediately obvious, with Talon gone you can shift those big boxes next to him. Push the first into the water, and then the second on top of that. You can now climb up to the high block and jump from there over to the opposite wall where there is a hole you can 'enter' to get into the castle proper. Make sure you don't go through the hole at night, though, or there will be two bully-boy guards waiting for you on the other side. They're paid purely to inflict pain on small children…

Q **After I've visited Princess Zelda, Navi is telling me to go to Death Mountain. I've got to Kakariko Village, but the guard won't let me through the gate. Where do I get the King's permission to**

A You've already got it. The letter that Zelda gave you, remember? Assign it to a C button, and then press that button when you're stood in front of the King.

Other Bits

MASKS

These can be obtained from the Happy Mask Shop but the shop will only open after you give the letter from Princess Zelda to the guard at the entrance to the Death Mountain Trail. The masks can only be traded when while you are playing as young Link.

Keaton Mask
Soldier in Kakariko Village
Skull Mask
Kid in the Lost Woods (from entrance, one screen to left)
Spooky Mask
Kid in Graveyard in Kakariko Village
Bunny Mask
Man running around Hyrule Field.

SINKING LURE

At the fishing shop by the side of Lake Hylia, you are told about the Sinking Lure. To obtain this rare item, walk around the outside of the lake. The Sinking Lure is found randomly whilst walking around.

SHEIKAH STONES

These mysterious one-eyed stones may seem useless, but in actual fact they can provide you with some important information. If you hit them with the sword, they will tell you the time in the game, which may save you some unnecessary waiting around. If you play any song to them, they release a fairy, which you can catch in your bottle. If you talk to them whilst wearing the Mask of Truth, they will give you hints and information about the game!



SEND US YOUR QUESTIONS

Stuck on a tricky bit in *Zelda*? The Hotline have offered to deal with your questions directly. Just jot down on a piece of paper what you're having problems with and send it in to us. We'll forward all your queries on to our friends at the Hotline and they'll include the answers in this column. Send your questions to:
Hotline Zelda,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready.



WIN! A 4MB EX PAK!

Haven't yet experienced the N64's hi-res beauty? Now's your chance...

There's nothing more exciting than turning your N64 into a PC, though, this is obviously on the provision that we don't start getting extraordinarily dull *Doom* clones and 747 sims. Anyway, with this month's tasty compo, PC-style beauty is all-too-probable.

See, with a 4Mb Expansion pak whacked in your machine, games like the spectacular *Turok 2*, the fantabulous *Rogue Squadron* and the, erm, gorgeous looking (but, we'll admit, problematic) *Top Gear Overdrive*, suddenly take on the qualities of a top end PC. And it doesn't cost you two grand either. In fact, it doesn't cost you *anything* thanks to our chums at Excitement Direct who have coughed up TEN of the black and red beauts for this month's big budget N64 compo.

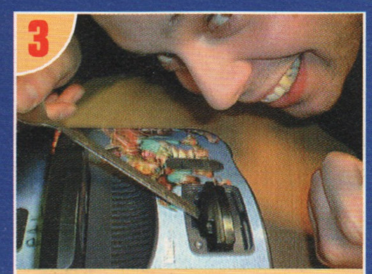
At the moment, there're only three games that are compatible with those extra 4Mbs but soon *all* N64 games will be going down the hi-res route... so much so that, eventually, games won't be able to run without them! For a quick squint at what magic the pak weaves, just check out this amazing list of forthcomers: *Shadowman*, *Duke Nukem: Zero Hour*, *World League Soccer 99*, *Vigilante 8*, *Carmageddon* and maybe even this summer's *Perfect Dark*.

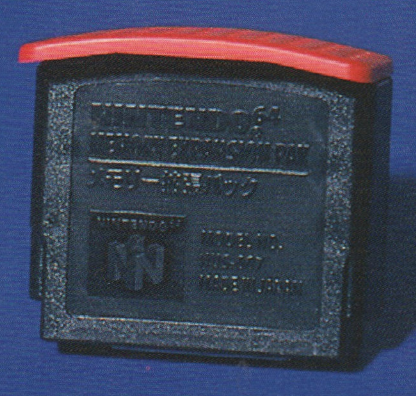
So, what are you waiting for? Get entering!

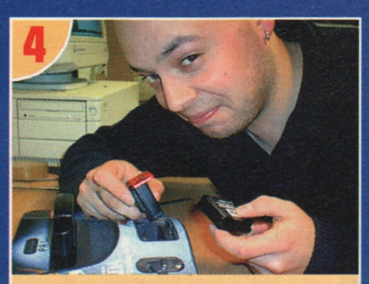
HOW TO... use your Expansion pak


1 See this bit on your N64? Take it off and inside is the jumper pak. This does some marvellous technical magubbins to your N64, stopping it from exploding into flames.

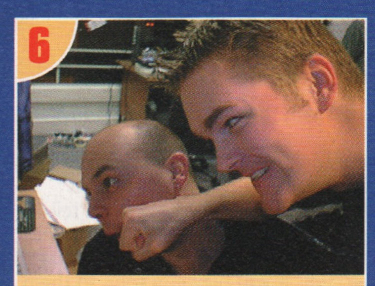

2 Your Expansion pak comes with a special 'scooping' tool, which allows you to get the jumper pak out with the minimum of fuss. Except, er, Jes has managed to break it.

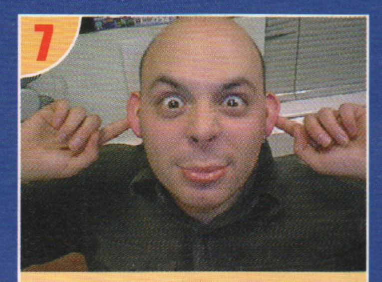

3 So, like a regular MacGyver, our man consults the Asda carrier bag he uses to sleep in... and finds this handy spoon! (Mental note 1: must buy baked beans tonight.)




4 With the tiniest amount of pressure, the jumper pak comes out. Now carefully place the Expansion pak in.


5 Thanks to a uniquely bulbous skull which contains a 20 stone brain, Jes makes the swap with no problems at all. It also might be a good idea to write your name on your pak.


6 Unless, of course, you nicked it from someone else in the first place, like 'Little' Jes. When this happens, expect to be punched in the head and/or jaw.


7 Sadly, our feisty young forehead got a firmer punch than he had bargained for, resulting in his face now taking on the qualities of a mole. (Mental note 2: I am ugly.)

PANSION



Sponsored by

Our friends at Excitement Direct have supplied us with the prizes this month. They're a top-notch mail-order company who specialise in supplying all sorts of N64 stuff – from games to pads to, well, Expansion paks. Handy eh?

Give the sales line a ring on 01993 844885 or turn to page 82 for more details on prices and special offers.

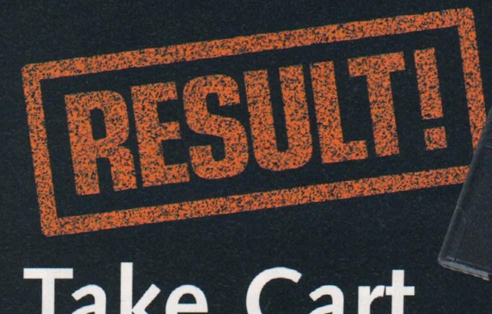
How to enter

All you have to do to stand a chance of winning an Expansion pak is stick your name and address on a postcard or stuck down envelope. If you'd rather not hear about forthcoming special offers from Excitement Direct, please say so on your entry. Send it to the following address:

Pak Handed,
N64 Magazine, 30 Monmouth Street,
Bath, BA1 2BW

RULES

1. The closing date for the compo is April 5th.
2. Employees of Future Publishing and Excitement Direct aren't allowed to enter. It's naughty.
3. The winning entry will be chosen from a barrel of spokely-dokelys.
4. James will choose the winner. Or maybe Andrea. Or Tim. Or Jes. Or Wil. Or Martin.
5. Tay, tay, tay, tay, ta-ta-ta-ta-ta-tay, tay.



Take Cart

PRIZE: **10 Action Replay cartridges**

- Joe Santy, Norfolk
- Ian Nimmo-Smith, Malvern
- Christopher Parsons, Ware
- Miss I Glover, Bury
- Nathan Missen, London
- Jarno Laarvers, Finland
- Fizz Waller, Ipswich
- Andy East, Wakefield
- George Ioakimidis, Greece
- PLUS! Kaz (who sent us the postcard from Japan – give us your address!!)







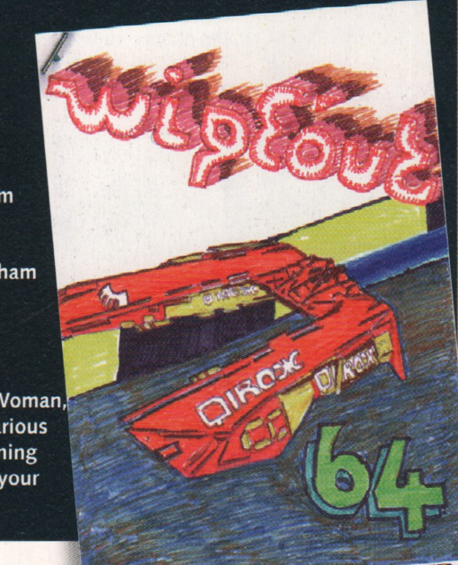
There Goes My Lunch

PRIZE: **An N64 and *Wipeout 64*, plus nine runners-up copies of the game**

WINNER!
Jamie Book, Derbyshire

RUNNERS-UP!

- Farzin Hafezparast, Amersham
- Fron Hevlog, Anglesey
- Paul Rigby, Scotland
- Lawrence Diamond, Twickenham
- Rob Timmerson, Bristol
- Edward Warwick, Truro
- Tony Phelan, Solihull
- Janki Svetson, Sweden
- Mysterious Nameless Man/Woman, who sent us sketches of the various spacecraft on green card, outlining their special abilities. Send us your name and address!



I'M THE BEST

No, I am the best. No! I am the best. No!! I am the best (repeat to fight).



So you think you're pretty good at your favourite game do you? You've beat your brother and your mates but how do your scores shape up against the rest of the world? Find out right here.

Some of the scores on these pages are truly world class and all of them have beaten off hundreds of competitors to muscle their way into a league placing. If you want to stake your claim to greatness, send proof of your gaming feat (either photographic, Game Boy Camera, or video) and post it off to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

STAR PERFORMANCE

It's always nice to start off a new league, but it's doubly nice when the game involved is as brilliant as *Zelda*. The, ahem, unstoppable Stuart Richards from Surrey has sent the following times and scores for Miyamoto's masterpiece:
Biggest fish caught: 19 pounds
Marathon time: 1 min 25 secs
Horse race time: 49 secs
Archery score: 1920 points

Stuart receives an **N64** record bag for his trouble. If you've done something particularly special in a game, send it in to I'm the Best marking the envelope 'Star Performance'.



NEW HIGH SCORE!

In issue 24 we asked for your PAL times for *F-Zero*'s Mute City 3 track. We weren't disappointed with your entries but the fastest time we received in time to make it into this issue was Sam Fenwick's 1:48:282 – a whole 18 seconds faster than the qualifying time we set.

Sam wins himself a brand new MakoPad from Interact (give them a ring on 01204 700139 for more details on this finest of third-party pads). If you want the chance to win a pad (and show off to the entire N64 world at the same time, check out the new score to beat below.



THIS MONTH'S TIME TO BEAT

This month we want to see your times for the first level of *Turok 2*. Martin reckons anything under 60 minutes is pretty good, but we're sure you can do much better than that. Send your entries to: *Turok 2* Time to Beat, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GoldenEye 007



FASTEST 00 AGENT TIMES (Complete video evidence only, please)

CAVERNS		
1	00'04"28	Stelios Giamarelos, *Athens*
2	00'04"58	Zahir Ishani, *Surrey*
3	00'05"22	Ryan Bledsoe, *North Yorks*
4	00'05"36	Gary Henry, *Morecambe*
5	00'05"40	David Nicol, *Cambridge*
BUNKER 2		
1	00'01"42	Stelios Giamarelos, *Athens*
2	00'02"04	David Nicol, *Cambridge*
3	00'02"46	Ryan Bledsoe, *North Yorks*
4	00'02"47	Sam Fenwick, *Bedford*
5	00'02"56	Andrew Mills, *Dundee*
CONTROL		
1	00'06"41	Andrew Gray, *Argyll*
2	00'06"54	Jonathan Gane, *Herts*
3	00'06"56	Stelios Giamarelos, *Athens*
4	00'07"03	Jan-Erik Spangberg, *Sweden*
5	00'07"20	Oliver Carson, *Devon*
CRADLE		
1	00'01"56	Sam Fenwick, *Leighton Buzzard*
2	00'02"12	Andy Fenwick, *Leighton Buzzard*
3	00'02"15	Ryan Bledsoe, *North Yorks*
4	00'02"16	Jimmi Aarela, *Finland*
5	00'02"45	Daniel Edwards, *Blackpool*

The Legend of Zelda

BIGGEST FISH CAUGHT	19 pounds	Stuart Richards, *Surrey*
HORSE RACE	0'49"00	Stuart Richards, *Surrey*
MARATHON TIME	1'25"000	Stuart Richards, *Surrey*
ARCHERY SCORE	1920	Stuart Richards, *Surrey*

Fighters Destiny

FASTEST TIME
UK (PAL) version only

1	0'21"15	N. Kohbodi, *Anglesey*
2	0'22"70	James Green, *West Yorks*
3	0'26"57	Richard O'Connell
4	0'29"35	Thomas Rice, *Farnborough*

Banjo-Kazooie



UK (PAL) TIMES ONLY

MUMBO'S MOUNTAIN		
1	00'04"54	Steve Ridley, *Norwich*
2	00'05"08	Stelios Giamarelos, *Athens*
3	00'05"30	Marc Keeling Vincent, *West Sussex*
4	00'05"48	Patrick Wessels, *Rotterdam*
5	00'06"01	Stephen Mansfield, *Derby*
6	00'06"18	Steven Zwantjes, *Holland*
7	00'06"19	Marco Torri, *Switzerland*
8	00'06"20	Graham Underwood, *Penrith*
9	00'06"24	Darren Gordon, *Fife*
10	00'06"25	John Davies, *Newcastle-under-Lyme*
TREASURE TROVE COVE		
1	00'05"39	Steve Ridley, *Norwich*
2	00'07"36	Orestis Giamarelos, *Athens*
3	00'08"13	Stelios Giamarelos, *Athens*
4	00'09"39	Patrick Wessels, *Rotterdam*
5	00'10"41	Darren Gordon, *Fife*
CLANKER'S CAVERN		
1	00'11"13	Patrick Wessels, *Rotterdam*
2	00'11"58	Sharon Frank, *Fraserburgh*
3	00'12"12	Darren Gordon, *Fife*
4	00'12"31	Chris Robus, *Yeovil*
5	00'13"15	Francis Huen, *Sheffield*
BUBBLEGLOOP SWAMP		
1	00'14"41	Patrick Wessels, *Rotterdam*
2	00'14"27	Stelios Giamarelos, *Athens*
3	00'15"37	Steve Ridley, *Norwich*
4	00'16"00	Darren Gordon, *Fife*
5	00'16"01	Naomi Janine Morgan, *Birmingham*
GOBI'S VALLEY		
1	00'12"47	Stelios Giamarelos, *Athens*
2	00'14"22	Steve Ridley, *Norwich*
3	00'14"58	Patrick Wessels, *Rotterdam*
4	00'15"53	Darren Gordon, *Fife*
5	00'16"43	Jan-Erik Spangberg, *Sweden*
FREEZEEZY PEAK		
1	00'11"31	Steve Ridley, *Norwich*
2	00'13"55	Stelios Giamarelos, *Athens*
3	00'15"17	Patrick Wessels, *Rotterdam*
4	00'17"42	Chris Robus, *Yeovil*
5	00'18"25	Andrew Mills, *Londonderry*
MAD MONSTER MANSION		
1	00'13"49	Patrick Wessels, *Rotterdam*
2	00'13"59	Steve Ridley, *Norwich*
3	00'14"08	Stelios Giamarelos, *Athens*
4	00'14"15	Jan-Erik Spangberg, *Sweden*
5	00'15"39	Darren Gordon, *Fife*
RUSTY BUCKET BAY		
1	00'13"39	Jon Davies, *Oxfordshire*
2	00'14"01	Stelios Giamarelos, *Athens*
3	00'14"42	Steve Ridley, *Norwich*
4	00'15"43	Patrick Wessels, *Rotterdam*
5	00'17"55	Jon Davies, *Oxfordshire*
CLICK CLOCK WOOD		
1	00'19"27	Stelios Giamarelos, *Athens*
2	00'23"39	Steve Ridley, *Norwich*
3	00'27"01	Ridley, *Rotterdam*
4	00'31"26	Darren Gordon, *Fife*
5	00'31"29	Jon Davies, *Oxfordshire*
TOTAL GAME TIME		
1	02'00"51	Stelios Giamarelos, *Athens*
2	02'24"05	Steve Ridley, *Norwich*
3	02'54"00	Jon Davies, *Oxfordshire*
4	03'06"22	Andrew Mills, *Londonderry*
5	03'09"18	Jan-Erik Spangberg, *Sweden*

Wetrix

CLASSIC MODE

UK (PAL) Version only

1	137278925	James Ellis, *Middlesex*
2	133147005	Brian Coombs, *Middlesex*
3	129265782	Michael van Zeventer, *Holland*
4	104586444	James Glover, *Kent*
5	102719459	Trevor Donaldson, *Manchester*

Top Gear Rally

UK (PAL) TIMES ONLY

No secret cars

COASTLINE		
1	3'18"22	Paul Simcox, *Peterborough*
2	3'18"30	Martin Conroy, *Leeds*
3	3'21"90	Simon Madsen, *Denmark*
4	3'24"18	David Money, *Nuneaton*
5	3'26"10	N Cade-Westcome, *M.Keynes*
STRIP MINE		
1	2'49"31	Jason Larosa, *Pembroke*
2	2'52"55	Rob Young, *Hull*
3	2'55"51	Anders Ringdal, *Norway*
4	2'55"55	Jason Eggington, *York*
5	2'56"19	Simon Madsen, *Denmark*

F1 World Grand Prix



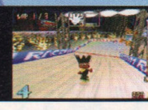
UK (PAL) TIMES ONLY

No secret cars

AUSTRALIA		
1	1'05"42	Joachim Clauwers, *Belgium*
2	1'05"65	David Savage, *Wokingham*
3	1'05"76	Nigel Spittlehouse, *Cambridge*
4	1'05"86	Kristoffer Thorbjornsen, *Scotland*
5	1'05"87	Trevor Scannell, *Barking*
BRAZIL		
1	0'59"16	Kristoffer Thorbjornsen, *Scotland*
2	0'59"69	Joachim Clauwers, *Belgium*
3	1'00"29	James Hegarty, *Belfast*
4	1'00"08	Simon Tribbeck, *Salisbury*
5	1'00"93	David Savage, *Wokingham*
ARGENTINA		
1	1'01"84	David Savage, *Wokingham*
2	1'02"30	Arvanitis Vagelis, *Greece*
3	1'03"12	Kristoffer Thorbjornsen, *Scotland*
4	1'03"44	Martin Pickering, *Denbighshire*
5	1'04"22	Joachim Clauwers, *Belgium*
MONACO		
1	0'59"41	Stuart Richards, *Surrey*
2	1'00"25	Trevor Scannell, *Barking*
3	1'00"89	Alan Dundas, *Angus*
4	1'00"93	Kristoffer Thorbjornsen, *Scotland*
5	1'01"09	Arvanitis Vagelis, *Greece*
FRANCE		
1	0'56"69	James Hegarty, *Belfast*
2	0'57"44	Kristoffer Thorbjornsen, *Scotland*
3	0'57"60	Trevor Scannell, *Barking*
4	0'57"77	Steven Barclay, *Ilford*
5	0'57"93	James Eberlein, *Deal*
BRITAIN		
1	0'59"21	Martin Pickering, *Denbighshire*
2	1'00"53	David Savage, *Wokingham*
3	1'00"71	Kristoffer Thorbjornsen, *Scotland*
4	1'00"78	James Eberlein, *Deal*
5	1'00"84	Joachim Clauwers, *Belgium*
GERMANY		
1	1'15"91	Joachim Clauwers, *Belgium*
2	1'16"97	Martin Pickering, *Denbighshire*
3	1'17"07	Jimmi Aarela, *Finland*
4	1'18"08	Ross McConnell, *Truro*
5	1'18"16	Kristoffer Thorbjornsen, *Scotland*
ITALY		
1	1'01"90	Joachim Clauwers, *Belgium*
2	1'04"00	James Eberlein, *Deal*
3	1'04"40	Alan Dundas, *Angus*
4	1'04"44	Jimmi Aarela, *Finland*
5	1'04"58	Jonathan McConnell, *Truro*
JAPAN		
1	1'14"19	Trevor Scannell, *Barking*
2	1'15"07	James Eberlein, *Deal*
3	1'15"23	Joachim Clauwers, *Belgium*
4	1'15"87	Greig Bingham, *Ayrshire*
5	1'16"31	Steven Barclay, *Ilford*

GO! GO!

Snowboard Kids



UK (PAL) TIMES ONLY

STUNT GAME

1	9999	Mario Siouyis, *Greece*
2	9998	Stelios Giamarelos, *Greece*
3	9040	Ed Higgins, *Essex*
4	8940	Robert Hollinshead, *Kent*
5	7684	Matt Peck, *East Sussex*
6	7240	Olav Vassend, *Norway*
7	6944	T. Egerton-Jones, *Liverpool*
8	6572	Luke Porter, *Belfast*
9	6400	Rob Davies, *Swansea*
10	5520	Robert Gallagher, *Southampton*

ROOKIE MOUNTAIN speed game

1	0'26"20	Jamie Hyde, *Bradford-on-Avon*
2	0'26"30	Brett Slader, *Australia*
3	0'26"33	Konstantinos Mitzithras, *Greece*

BIG SNOWMAN speed game

1	1'36"13	John Heelham, *Manchester*
2	1'36"93	Jamie Hyde, *Bradford-on-Avon*
3	1'37"00	Konstantinos Mitzithras, *Greece*

SUNSET ROCK speed game

1	1'34"60	Jamie Hyde, *Bradford-on-Avon*
2	1'35"10	Graeme Robb, *Scotland*
3	1'35"16	Konstantinos Mitzithras, *Greece*

NIGHT HIGHWAY

1	1'29"13	Kevin Seeney, *Bath*
2	1'29"73	Graeme Robb, *Scotland*
3	1'29"76	Al Pierce, *Salisbury*

GRASS VALLEY

1	1'40"83	John Heelham, *Manchester*
2	1'41"43	Konstantinos Mitzithras, *Greece*
3	1'41"66	Graeme Robb, *Scotland*

DIZZY LAND

1	1'35"96	Kevin Seeney, *Bath*
2	1'36"03	Konstantinos Mitzithras, *Greece*
3	1'36"06	Mario Sioutis, *Greece*

QUICKSAND

1	1'34"56	Kevin Seeney, *Bath*
2	1'35"10	John Heelham, *Manchester*
3	1'35"50	Brett Slader, *Australia*

SILVER MOUNTAIN

1	1'44"13	Jamie Hyde, *Bradford-on-Avon*
2	1'44"70	John Heelham, *Manchester*
2	1'44"70	Konstantinos Mitzithras, *Greece*

NINJA LAND

1	00'22"96	Andy Palmer, *Herts*
2	00'23"10	Daniel Aherne, *Manchester*
3	00'23"30	Mario Sioutis, *Greece*

1080° Snowboarding



UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'02"89	Peter Howe, *Kent*
2	1'03"06	Brett Slader, *Australia*
3	1'03"06	Andrew Haigh, *Norfolk*
4	1'03"12	Ruben Larsen, *Norway*
5	1'03"19	Jon Olav Larsen, *Norway*

CRYSTAL PEAK

1	1'27"84	Adam Charlton, *Buckden*
2	1'27"91	Brett Slader, *Australia*
3	1'28"50	Ruben Larsen, *Norway*
4	1'28"57	Jan-Erik Spangberg, *Sweden*
5	1'28"80	John Addis, *Marlow*

GOLDEN FOREST

1	1'20"12	Jan-Erik Spangberg, *Sweden*
2	1'20"55	Brett Slader, *Australia*
3	1'20"58	Chris Redit, *St. Albans*
4	1'20"91	Ruben Larsen, *Norway*
5	1'21"31	Peter Howe, *Kent*

MOUNTAIN VILLAGE

1	1'30"75	Adam Charlton, *Buckden*
2	1'31"64	Jan-Erik Spangberg, *Sweden*
3	1'32"03	Adam Charlton, *Huntingdon*
4	1'32"26	Brett Slader, *Australia*
5	1'32"73	Daniel Dunn, *Lincolnshire*

DRAGON CAVE

1	1'26"42	Ruben Larsen, *Norway*
2	1'27"61	Brett Slader, *Australia*
3	1'27"45	Daniel Dunn, *Lincolnshire*
4	1'28"57	Andrew Harvey, *Reading*
5	1'29"13	Jonathan Gallagher, *Bourne End*

DEADLY FALL

1	1'08"44	Brett Slader, *Australia*
2	1'08"87	Manolis Kalaitzake, *Cork*
3	1'09"36	Andrew Harvey, *Reading*
4	1'09"49	Jan-Erik Spangberg, *Sweden*
5	1'09"76	Chris Redit, *St. Albans*

CONTEST MODE

1	296844	David Vowles, *Bath*
2	265088	Oliver Thomason, *Brighton*
3	257473	Brett Slader, *Australia*
4	253981	James Shaughnessy, *Cheshire*
5	218881	Manolis Kalaitzake, *Cork*

YOSHI'S STORY

1-1

1	6470	John Heelham, *Manchester*
2	6340	Richard Davies, *Rotherham*
3	6296	Jon Olav Larsen, *E. Layton*
4	6275	James Watton, *Edinburgh*
5	6254	Ruben Larsen, *Norway*
6	6218	Gordon Willmott, *Edinburgh*
7	6183	Daniel Dunn, *Lincolnshire*
8	6156	Steven Taylor, *Cheshire*
9	6122	Piet dem Dulk, *Holland*
10	5990	Andrew Harvey,

1-2

1	6372	Gordon Willmott, *Edinburgh*
2	6238	Andrew McGrae, *Southport*
3	6041	Daniel Dunn, *Lincolnshire*
4	6042	Andrew Harvey, *Reading*
5	6016	Bonny Qvistorff, *Denmark*

2-1

1	6367	*John Heelham, Manchester*
2	6332	*Jon Olav Larsen, Norway*
3	6290	*Andrew McGrae, Southport*
4	6142	*Daniel Dunn, Lincolnshire*
5	6116	*Gordon Willmott, Edinburgh*

3-2

1	6042	John Heelham, *Manchester*
2	6007	Gordon Willmott, *Edinburgh*
3	5940	Andrew McGrae, *Southport*

4-1

1	6227	John Heelham, *Manchester*
2	5981	Gordon Willmott, *Edinburgh*
3	5918	Daniel Dunn, *Lincolnshire*

5-3

1	6586	John Heelham, *Manchester*
2	6424	Daniel Dunn, *Lincolnshire*
3	6421	Andrew McGrae, *Denmark*

6-4

1	6883	John Heelham, *Manchester*
2	5916	Andrew McGrae, *Southport*
3	5783	Daniel Dunn, *Lincolnshire*

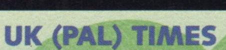
TOTAL SCORE

1	38575	John Heelham, *Manchester*
2	37716	Ruben Larsen, *Norway*
3	37424	Daniel Dunn, *Lincolnshire*
4	36704	Andrew McGrae, *Southport*
5	36149	Gabrielle Murphy, *Dublin*



Mario Kart 64





UK (PAL) TIMES

LUIGI CIRCUIT

1	1'29"25	Alan Dundas, *Arbroath*
2	1'33"67	Graham Francis, *Cronleigh*
3	1'36"46	Stelios Giamarelos, *Greece*

ROYAL RACEWAY

1	2'05"13	Anthony Gruitt, *Kent*
2	2'06"28	Stelios Giamarelos, *Greece*
3	2'08"03	Orestis Giamarelos, *Greece*

KOOPA TROOPA BEACH

1	1'27"79	Sam York, *Bristol*
2	1'29"21	Alan Dundas, *Arbroath*
3	1'33"28	Anthony Gruitt, *Kent*

FRAPPE SNOWLAND

1	00'19"83	Sarah Ashworth, *Shropshire*
2	00'18"39	Ewan Alman, *Middlesex*
3	00'22"26	Rhys Allen, *Australia*

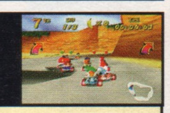
BOWSER'S CASTLE

1	2'08"44	Alan Dundas, *Arbroath*
2	2'16"47	Anthony Gruitt, *Kent*
3	2'16"76	Martin Conroy, *Leeds*

BANSHEE BOARDWALK

1	2'03"98	Alan Dundas, *Arbroath*
2	2'04"76	Anthony Gruitt, *Kent*
3	2'05"76	Stelios Giamarelos, *Greece*

Diddy Kong Racing



UK (PAL) TIMES ONLY

ANCIENT LAKE

1	0'36"20	Stuart Richards, *Surrey*
2	0'38"40	Beckie Haskins, *Southsea*
3	0'38"70	Alan Inker, *Newport*
4	0'40"60	Stelios Giamarelos, *Greece*
5	0'41"13	Orestis Giamarelos, *Greece*

FOSSIL CANYON

1	1'02"81	Stuart Richards, *Surrey*
2	1'05"44	Stelios Giamarelos, *Greece*
3	1'05"83	Orestis Giamarelos, *Greece*
4	1'06"53	Adam Charlton, *Huntingdon*
5	1'08"33	Beckie Haskins, *Southsea*

HOT TOP VOLCANO

1	0'53"93	Stuart Richards, *Surrey*
2	1'00"81	Stelios Giamarelos, *Greece*
3	1'01"96	Beckie Haskins, *Southsea*
4	1'02"95	Orestis Giamarelos, *Greece*
5	1'15"75	Richard Dunn, *Lincolnshire*

JUNGLE FALLS

1	0'41"70	Stuart Richards, *Surrey*
2	0'43"30	Adam Charlton, *Huntingdon*
3	0'43"53	Stelios Giamarelos, *Greece*
4	0'44"74	Orestis Giamarelos, *Greece*
5	0'45"66	Arthur Van Dalen, *Holland*

WALRUS COVE

1	1'30"35	Stuart Richards, *Surrey*
2	1'32"40	Adam Charlton, *Huntingdon*
3	1'33"24	Stelios Giamarelos, *Greece*
4	1'35"77	Orestis Giamarelos, *Greece*
5	1'37"10	Ciaran McDermott, *Ireland*

CRESCENT ISLAND

1	1'06"43	Stuart Richards, *Surrey*
2	1'09"01	Stelios Giamarelos, *Greece*
3	1'10"57	Orestis Giamarelos, *Greece*
4	1'14"26	Ciaran McDermott, *Ireland*
5	1'14"31	Richard Dunn, *Lincolnshire*

WINDMILL PLAINS

1	1'25"43	Stuart Richards, *Surrey*
2	1'33"67	Stelios Giamarelos, *Greece*
3	1'35"45	Adam Charlton, *Huntingdon*
4	1'36"61	Orestis Giamarelos, *Greece*
5	1'42"06	Alan Inker, *Newport*

DARKMOON CAVERNS

1	1'42"60	Stuart Richards, *Surrey*
2	1'47"65	Adam Charlton, *Huntingdon*
3	1'49"03	Richard Dunn, *Lincolnshire*
4	1'49"63	Beckie Haskins, *Southsea*
5	1'50"70	Richard Dunn, *Lincolnshire*

F-Zero X



UK (PAL) TIMES

DEATH RACE

1	00'49"913	Martin Conroy, *Leeds*
2	00'52"355	Alan Bell, *Milford Haven*
3	00'53"532	David Hartley, *West Sussex*
4	00'53"630	Sam Fenwick, *Leighton Buzzard*
5	00'53"664	David Birch, *South Wirral*

MUTE CITY

1	1'26"623	Stuart Richards, *Surrey*
2	1'26"697	Sam Fenwick, *Leighton Buzzard*
3	1'26"842	Dave Bloemer, *Holland*
4	1'26"942	Steve Woolley, *Norfolk*
5	1'26"996	Martin Conroy, *Leeds*

SILENCE

1	1'17"305	David Hartley, *West Sussex*
2	1'17"414	Kristoffer Thorbjornsen, *Scotland*
3	1'17"622	Martin Conroy, *Leeds*
4	1'17"655	George Roberts, *Middlesex*
5	1'17"679	Martyn Bibby, *Widnes*

RED CANYON

1	1'19"326	Morten Tronstad, *Norway*
2	1'19"378	Stuart Richards, *Surrey*
3	1'20"483	Dave Bloemer, *Holland*
4	1'20"650	Martin Conroy, *Leeds*
5	1'21"345	Sam Fenwick, *Leighton Buzzard*

WHITE LAND

1	1'40"730	Stuart Richards, *Surrey*
2	1'41"157	Sam Fenwick, *Leighton Buzzard*
3	1'42"974	Martin Conroy, *Leeds*
4	1'44"380	Dave Bloemer, *Holland*
5	1'44"636	Simon Ellse, *Folkestone*

SECTOR B

1	1'45"371	Stuart Richards, *Surrey*
2	1'46"693	Morten Tronstad, *Norway*
3	1'47"038	Sam Fenwick, *Leighton Buzzard*
4	1'47"585	Martin Conroy, *Leeds*
5	1'48"036	David Hartley, *West Sussex*

MUTE CITY 3

1	1'48"282	Sam Fenwick, *Leighton Buzzard*
2	1'48"844	Aaron McCoy, *Co. Kildare*
3	1'49"349	Simon Ellse, *Folkestone*
4	1'49"537	Dave Bloemer, *Holland*
5	1'50"054	Morten Tronstad, *Norway*

RAINBOW ROAD

1	2'18"122	Dave Bloemer, *Holland*
2	2'22"125	Martin Conroy, *Leeds*
3	2'23"775	Sam Fenwick, *Leighton Buzzard*
4	2'24"545	Gary Thomson, *Mid Lothian*
5	2'26"929	Neil Glenister, *High Wycombe*

BIG HAND

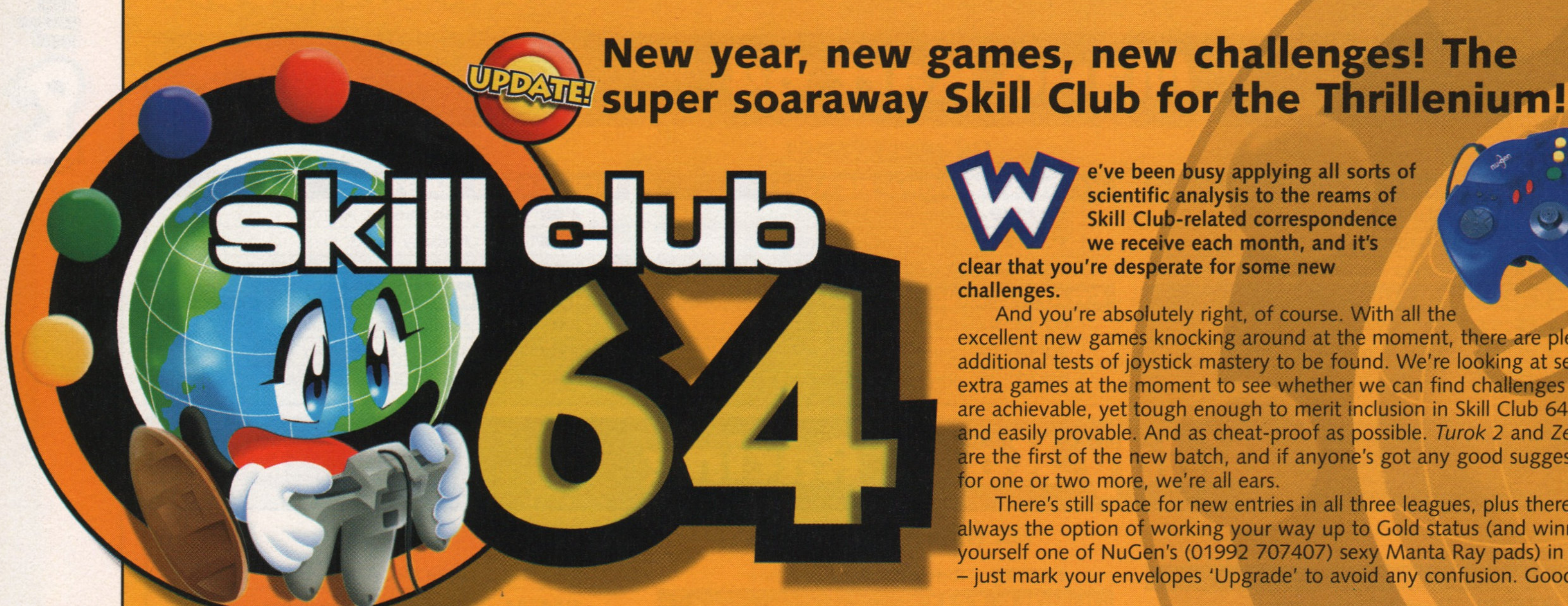
1	2'32"811	Morten Tronstad, *Norway*
2	2'34"924	Martin Conroy, *Leeds*
3	2'35"344	David Hartley, *West Sussex*
4	2'37"254	Sam Fenwick, *Leighton Buzzard*
5	2'39"383	Simon Ellse, *Folkestone*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.



New year, new games, new challenges! The super soaraway Skill Club for the Thrillenium!

We've been busy applying all sorts of scientific analysis to the reams of Skill Club-related correspondence we receive each month, and it's clear that you're desperate for some new challenges.

And you're absolutely right, of course. With all the excellent new games knocking around at the moment, there are plenty of additional tests of joystick mastery to be found. We're looking at several extra games at the moment to see whether we can find challenges which are achievable, yet tough enough to merit inclusion in Skill Club 64. Oh, and easily provable. And as cheat-proof as possible. *Turok 2* and *Zelda* are the first of the new batch, and if anyone's got any good suggestions for one or two more, we're all ears.

There's still space for new entries in all three leagues, plus there's always the option of working your way up to Gold status (and winning yourself one of NuGen's (01992 707407) sexy Manta Ray pads) in stages – just mark your envelopes 'Upgrade' to avoid any confusion. Good luck.

GOLD Club

complete 10 challenges

Simon Moore, *Liverpool*
Richard Davies, *Rotherham*
René Laurent, *Ireland*
Stephen Lockhart, *Ireland*
Andrew McGrae, *Southport*
Matthew King, *Bromley*
Derek Thomson, *Edinburgh*
Jon Davies, *Wallingford*
Jan-Erik Spangberg, *Sweden*
Kelly Humphreys, *Marlow*
Graham Underwood, *Cumbria*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
Stephen McMahon, *Co. Down*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Paul Isaia, *Southampton*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Andrew Mills, *Londonderry*
Mark Currid, *Ireland*
David Nicol, *Cambridge*
David Keane, *Sandwich*
David Crowther, *Kent*
Daniel Syversen, *Norway*
Stelios & Orestis Giaremelos, *Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Michael Mawdsley, *Southport*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kevin Spring, *Bradford*	A,B,C,D,G,H,I
Kenneth Pickering, *Ayrshire*	A,B,C,D,G,I,J
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Richard Davies, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Craig Silcocks, *Trowbridge*	A,B,C,D,E,F,J
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Greg Duncan, *Glasgow*	A,B,C,D,E,F,H
Iain Dalby, *Tyne & Wear*	A,C,D,E,F,G,H
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Dylan Foale, *Devon*	A,B,C,D,F,G,I
Davy James, *Powys*	A,B,C,D,F,G,I
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I
John Heelham, *Manchester*	A,B,D,G,H,I,K
Peter Tweedie, *Woking*	A,B,C,D,H,I,M
Adam Denton, *Crewe*	A,B,D,F,G,H,I
Alex Deas, *Scotland*	A,B,C,F,G,I,L
Paul Northend, *Middlesborough*	A,B,C,D,F,H,I
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Aidan Murray, *Co. Cork*	A,B,C,D,F,G,H,I
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Chris Partridge, *East Sussex*	A,B,C,D,F,G,H,I
Matthew King, *Bromley*	A,B,C,D,E,F,G,I,J
Chris Gray, *Fife*	A,C,D,E,F,H,I,J,L

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Daniel Brooks, *Swindon*	A,B,F
Ciaran Spence, *Co. Antrim*	A,B,F
Miles Fearnley, *West Yorks*	B,D,E
Joachim Clauwers, *Belgium*	A,D,F
R. Knapman, *South Wirral*	A,B,E
Stephen Durant, *Bridgwater*	A,F,I
Simon Bell, *Co. Durham*	A,B,F
Herman Valk, *The Netherlands*	A,B,G
Michael Gapper, *Bristol*	A,C,F
Riccardo Riboldi, *Italy*	A,B,E
Adam Norman, *Nottingham*	A,D,E
Nicholas Bec, *Salisbury*	A,C,I
Paul Coulson, *Stamford*	A,B,F
Sebastian Bond, *Gloucester*	A,D,G
Ioan Rees, *Redditch*	A,B,G
Nick Hadden, *Co. Cork*	A,C,I
Tom Richardson, *Addingham*	A,C,H
Robert Kloosterhuis, *Holland*	A,D,F
Gordon Scales, *Nottingham*	A,B,F
Ian Renyard, *Ashford*	A,B,F
Phillip Renyard, *Ashford*	A,B,F
Andy Howard, *Cambridge*	A,B,D
Remco Van Wingerden, *Holland*	A,B,F
Mark Odell, *Derby*	A,D,E
Thomas Suckling, *Ipswich*	A,D,F
Dylan Foale, *Devon*	A,C,I
Lee Robertshaw, *Southampton*	A,E,F
Ian Gore, *Somerset*	A,B,F
Graham Cookson, *Kent*	A,B,H
Dave Bloemer, *Holland*	A,C,F
Andrew Hannath, *Swindon*	B,D,F
Erwin Zeevaart, *Holland*	A,F,H
Steve Paget, *Bonsall*	A,C,D
Richard Whitham, *Poulton-le-Fylde*	A,B,F
Philip O, *Herts*	A,D,H
Benjamin Lo, *London*	E,F,J
Robert Lynch, *Middlesex*	A,B,D
Owain Brimfield, *Isle of Man*	A,E,F
David Newbrook, *Staffs*	A,D,F
Alex Schwassmann, *Germany*	A,F,I
Chris Partridge, *East Sussex*	A,C,F
Jonathan Townsend, *Gwent*	A,E,G
David Myring, *Bristol*	A,E,F
Ben Davies, *Coventry*	B,C,J
Matt Peck, *East Sussex*	A,D,E
Mark Rundle, *Herts*	A,D,H
Richard Sutton, *Kent*	A,B,I
Mark Walker, *Bedford*	A,B,F
Jonathan Davies, *Coventry*	B,C,J
Sandy McKenzie, *Fife*	C,F,H
Adam Khattak, *Belfast*	A,C,F
Matthew Kitis, *Liverpool*	B,C,I
Joe Cape, *Stirling*	A,C,D
Ewen Summers, *Ayrshire*	A,B,D
Joachim Clauwers, *Belgium*	A,D,F
David Holmes, *Doncaster*	A,B,F
Tom Wyatt, *Staines*	A,C,D
Ben Stevens, *London*	A,E,F
James O'Sullivan, *Somerset*	A,B,D
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Matthew Weston, *Nottingham*	A,C,D
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Soton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Rod Bayliss, *Australia*	A,D,H
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Steven Said, *Australia*	A,B,I
Alexander Filipowski, *Warrington*	C,F,J
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
Martin Hunter, *Edinburgh*	A,B,E
Richard Holmes, *Derbyshire*	E,G,I
Alex Wood, *Ipswich*	A,B,D
Steven Astley, *Wigan*	E,F,J
Mike Hodzelmans, *Holland*	A,B,D
Michael Petch, *Doncaster*	A,B,I
Simon London, *Norwich*	A,B,C
Peter Campbell, *Belfast*	D,G,J
David Faggiani, *Manchester*	A,D,F
William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Ashley Bennett, *Essex*	A,D,I
Thomas Vincett, *Weston-super-Mare*	A,D,F
Sarah Margle, *Ware*	A,B,I
Sam Thompson, *Aberystwyth*	C,D,I
Toni Ylaranta, *Finland*	A,G,I
Tom Badran, *Basingstoke*	A,C,G
John Hope, *Northampton*	A,F,I
Joshua Clarke, *Birmingham*	A,C,F
Matthew Harper, *Gloucester*	A,D,I
Christopher Green, *Reading*	A,D,F
Chris Knowles, *Cheshire*	A,B,D
Turo Halinen, *Finland*	A,D,K
Dennis Schuh, *Holland*	A,C,D
Niall Quigley, *Co. Tyrone*	A,B,H
Guy Burdge, *Somerset*	A,D,E
Brian Davidson, *Co. Tyrone*	A,B,D
Scott Butler, *Co. Armagh*	A,C,G
Pieter van den Brink, *The Netherlands*	A,I,K
Andrew Phillips, *London*	A,D,J
Alastair Edwards, *London*	A,D,J
Paul Shinn, *Deptford*	A,I,K
Oliver Carson, *Devon*	A,C,D
Christopher Balzan, *Kent*	A,D,F
John Davies, *Staffordshire*	A,D,F
Steven Mai, *Staffordshire*	A,C,D
Daniel Green, *Thornton*	A,C,D
Ben Dawson, *Sheffield*	C,D,J
Richard Best, *Dundee*	A,B,E
Marc Edgeworth, *Gloucester*	A,F,G
Chris Pitchell, *Bristol*	A,B,I
Harrison Bolt, *Surrey*	A,B,F
James Arnold, *Australia*	A,B,C
Alun Thomas, *Haverfordwest*	A,F,J
Mark Aquilina, *Malta*	A,B,I
Gokhan Kurt, *London*	C,H,I
Raymond Wan, *Cheshire*	A,B,D
Robert Clark, *Kent*	A,B,D
John Stackhouse, *Walsall*	A,B,D
Lee Fletcher, *Halifax*	A,D,I
Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
Adam Skeggs, *Leicester*	A,C,H
Nader Kohbodi, *Anglesey*	A,D,E
Christopher Thompson, *Co. Antrim*	A,D,E
Plemis Luijnenburg, *Holland*	A,I,J
Chris Tate, *Tyne & Wear*	A,G,I
Manolis Kalaitzake, *Cork*	A,D,E
Neil Keery, *Co. Down*	A,B,E
Reuben Barker, *East Sussex*	A,C,D
Peter Bowden, *Manchester*	A,B,F
Craig Thomas, *South Wales*	A,G,H
David Heath, *East Sussex*	A,D,E
Kari Bogdanoff, *Finland*	A,G,J
Donique Visser, *Holland*	A,B,K
David Grice, *West Bromich*	A,D,I
Jimi McGuinty, *Cheshire*	C,D,E
Mark Anthony Say, *Cleveland*	A,D,E
Daniel Green, *Cleveleys*	A,C,D
Laurie Eggleston, *Kent*	B,C,J
Lochlan McBride, *Australia*	A,D,F
Gavin Major, *Worcestershire*	A,B,D
Michael Lam, *Southport*	A,B,I
Andrew Gray, *Oban*	A,C,D
Andrew Robinson, *Darlington*	A,B,C
Kristof Villers, *Belgium*	A,D,F
Paul Mann, *Evesham*	A,B,D
Edward Lunn, *West Sussex*	A,B,C
Frederic Azais, *Canada*	A,B,D
David Conroy, *Accrington*	C,E,F
Robert Moore, *Co. Cork*	A,C,E
Emil Tanem, *Norway*	A,B,D
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
Colin Taylor, *Barnet*	A,C,L
Ben Duffield, *Great Yarmouth*	A,D,E
Rowan Sloan, *Orpington*	A,D,F
James Hulston, *Manchester*	A,D,H
Mike Barber, *Stoke-on-Trent*	A,C,D
Gary Townsend, *Norfolk*	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, *Australia*	B,C,D
Robert Eaton	A,B,G
Adam Holmes, *Birmingham*	C,D,E
Marco Torri, *Switzerland*	A,B,E
James Steer, *Maidenhead*	A,D,F
Robert Beaver, *Manchester*	A,B,D
Graeme Downes, *Surrey*	A,C,D
Carl Brennand, *Cumbria*	A,B,F
Henry Edmondson, *Preston*	A,B,H
Matthew Prior, *Norwich*	A,B,H
Richard McCann, *Wirral*	A,C,D
Thomas Taylor, *London*	A,C,D
Simon Nash, *Watford*	B,D,H
Henryk B. *Zaleskijr*	A,B,L
John Lucas-Herald, *Edinburgh*	A,D,I
Michael Craze, *Chigwell*	A,C,D
Jostein Austvik Jacobsen, *Norway*	A,B,F
Daniel Aherne, *Manchester*	A,B,D
Mark Jackson, *Cumbria*	A,D,H
Paul Howling, *Suffolk*	A,D,M
Ricardo Perez, *Southport*	A,B,I
David Fisher, *Hull*	A,D,E
MD Lin, *Crawley*	D,E,H
Harris Tsalidis, *Greece*	A,C,D
Matthew Greig, *Angus*	A,E,H
Iestyn Roberts, *Caernarfon*	A,D,F
Bent Eigil Sumelius, *Norway*	A,D,I
Nick Fell, *Oxshott*	B,D,M
Christopher Poole, *Bristol*	A,B,M
David Sanderson, *Worcester*	B,G,M
Anthony Reynolds, *London*	A,F,M
Luke Wells, *Chester*	A,D,I
Paul Davies, *Edmonton*	B,E,G,I
Nils Meuzler, *Germany*	A,B,E,I
Jeremy Scoble, *Plymouth*	A,D,G,I
Chris Thomas, *Wallington*	A,B,C,I
James Bundy, *Reading*	A,E,F,I
Alex McIver, *Edinburgh*	A,B,C,F
Tom Walker, *Halstead*	A,E,F,H
Lawrence Gilbey, *Bridport*	A,B,C,I
Neil Williamson, *Nottingham*	A,B,C,F
Philipp Sokolean, *Switzerland*	A,D,E,I
James Leigh, *Clevedon*	A,B,G,I
Neil Williamson, *Nottingham*	A,B,C,F
Aidan Murray, *Co. York*	A,B,D,H
Carl Bullen, *Liverpool*	A,B,G,H
Alex Mann, *Bedford*	A,C,D,F
Mark Quinn, *Preston*	A,B,E,I
Daniel Weserholm, *Finland*	B,D,E,I
Andrew Davies, *Essex*	A,B,D,I
Martin Cater, *Hucknall*	A,B,C,G
Philipp Sokolean, *Switzerland*	A,B,D,I
Daniel Lally, *Berkshire*	A,B,F,G
James Hinton, *Knoresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
Asgeir Vikan, *Norway*	A,B,D,J
Andrew Carrington, *Pontefract*	A,D,E,J
Christopher McCabe, *County Down*	A,B,D,F
Raymond Wells, *Essex*	A,B,F,H
Ed Higgins, *Essex*	A,B,G,I
Joel Radford, *Australia*	A,B,C,D
Griffin Leadabrand, *Australia*	A,D,F,I
Kane Dorey, *Jersey*	A,B,D,H
David Dixon, *Cumbria*	A,D,F,G
Matthew Wilkins, *Wiltshire*	A,B,D,E
Richard Woodall, *New Zealand*	A,C,D,G
Martin Drew, *Bognor Regis*	A,D,G,J
David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Martin Flyn, *Kent*	A,C,D,F
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
John Brockie, *Cumbria*	A,B,C,D
David and Chris Mason, *Plymouth*	A,B,D,I
Scott Winterburn, *Norfolk*	A,D,G,I
Jesus R. Membrive, *Spain*	A,D,G,I
Antonio V. Carmona, *Spain*	A,D,G,I
Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
Mark Shackcloth,	A,F,G,I
Mariusz Panczar, *Poland*	A,E,G,L
Daniel Brown, *Australia*	A,D,F,M
Steven Dalton, *Stockton-on-Tees*	A,B,D,H
Jerden Marinus, *The Netherlands*	A,B,E,H
Steven Woolley, *Norfolk*	A,B,D,N
Jaakko Hermunen, *Finland*	A,B,C,I
Antony Bogan, *Cleveland*	B,D,H,I
Richard Doherty, *Newport*	B,D,E,J
M. Mina, *Essex*	A,C,E,F,I
Robert Ward, *Middlesex*	A,B,G,H,I
Alain Keersmaekers, *Belgium*	A,B,C,F,J
David Lewis, *Birmingham*	A,B,D,E,F
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Pat Shields, *Co. Down*	A,C,D,E,I
Kevin Seeney, *Bury St Edmunds*	A,B,C,D,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Kevin Loughlin, *Slough*	A,B,C,E,F
James Hegarty, *Belfast*	A,B,F,G,J
Nick Taverner, *Suffolk*	A,B,C,D,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Charles Ayesa, *Australia*	A,B,D,G,H
Mark Green, *Cheltenham*	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Gearoid Reidy, *Co. Offaly*	B,C,D,E,G
Griffin Leadebrand, *Australia*	A,B,D,F,I,
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Lawson Gavin, *Co. Offacy*	B,C,D,E,G
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I
James Smith, *Gloucester*	A,B,D,F,G
Steven Ward, *Hawes*	A,B,D,E,H
Luke Yeandle, *Abertillery*	A,C,D,E,G
Anthony Gruitt, *Sittingbourne*	A,C,D,F,G
Alain Keersmaekers, *Belgium*	A,B,F,J,L
Christopher Fennelly, *London*	A,C,D,F,J
Arne G Pettersen, *Norway*	A,F,G,I,M
Andrew Harvey, *Reading*	B,K,L,M,N
Paul Davies, *Conwy*	A,B,C,D,G
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
Joshua Takaoka, *Newbury*	A,B,C,D,G,I
James Register, *Surrey*	A,B,C,D,F,H
Stephen Mansfield, *Derby*	A,B,C,D,E,J
Jack Gilbey, *Bridgeport*	A,B,C,D,F,I
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
Max, Steven and Hal, *Dundee*	A,B,C,H,I,L
Morten Tronstad, *Norway*	A,B,C,D,I,L
Rodney McComb, *Co. Londonderry*	A,C,D,F,H,L

GO! GO!

challenge A — Super Mario 64





What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The DGG + No. 4.

challenge B — Diddy Kong Racing



What you must do: Finish the game in Mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh, and don't forget the DGG + with issue 11.

challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: Issue 8's free poster and the Double Game Guide + that came with issue 13.

challenge D — GoldenEye 007





What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

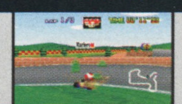
challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64





What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful tips: Review in issue 4, tips in Issue 5. DGG + No. 2.

challenge G — Pilotwings



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64



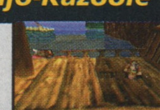
What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: Tips in issue 2 and the DGG + on the front of issue 14.

challenge K — Yoshi's Story



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — Banjo-Kazooie



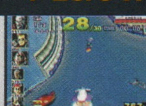
What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in issue 19 and DGG + No. 9.

challenge M — 1080° Snowboarding



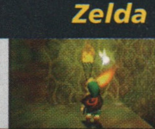
What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: Issue 22's Double Game Guide +.

challenge N — F-Zero X



What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in issue 24's Double Game Guide +.

challenge O — Zelda



What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in issue 26 will tell you everything you need to know.

challenge P — Turok 2



What you must do: Finish the first level in under 40 minutes.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very, very tough. Plenty of tips in issue 24.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' plug on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.*



ENTRY FORM

Hello there, I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league. I include proof of my achievements in:

	A Super Mario 64		I Blast Corps
	B DKR		J Wave Race 64
	C Lylat Wars		K Yoshi's Story
	D GoldenEye 007		L Banjo-Kazooie
	E ISS64		M 1080°
	F Mario Kart 64		N F-Zero X
	G Pilotwings 64		O Zelda
	H Turok		P Turok 2

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● SNES with a controller and five games including *Donkey Kong 1* and *3*, and *Mario All Stars*. Good quality. £55. Call Jack on 01992 550747.
● *The Legend of Zelda: Ocarina of Time*. Gold USA copy with poster, stickers and T-shirt. Collectors edition with guide book and box! Very rare. £100 ono. Call Stuart on 0181 621 1746.
● SNES, controllers and 10 games. Plus N64 games etc. Send an SAE for a list and prices to Matthew Long, 5 Briants Piece, Hermitage, Berkshire, RG18 9SX.
● *Bomberman* for sale (NTSC). £35 or swap for *Snowboard Kids* (NTSC). *Diddy Kong Racing* (NTSC) £40 or swap for *GoldenEye* (NTSC). Call Nik on 0151 488 0252.
● *Mario* £20, *Diddy Kong Racing* £25, ISS64 £20. All boxed and with instructions. 17 SNES games £10 each, unboxed with instructions. Call Barrie on 01923 822262.

GAMES TO SWAP

● *Ultra Racer 64* for sale £30. *Goemon*, *Forsaken*, *NHL Breakaway* or *ISS64*. Swap for *Snowboard Kids*, *ISS '98*, *All Star Baseball*, *Madden* or *1080°*. Also *Extreme G 2*. Call Ben on 01844 215899.
● I will swap my *F1 Pole Position* for *Mario Kart*, *Diddy Kong Racing* or *World Cup 98*. Ring Thomas, after 5pm, on 01493 732452.
● I will swap my *Banjo-Kazooie* for your *Wave Race* or *DKR*. Phone James on 01943 467151 at weekends only.
● I will swap *Banjo-Kazooie* (boxed with instructions) for a decent game like *Top Gear Rally* or sell for £30. Call Steven on 01779 479765.
● Will swap *Forsaken* (no manual) for *Snowboard Kids*, *Quake*, HMC or *Goemon* (any condition). Will also consider other games. Call Chris on 0191 289 3468.
● I have *NHL 99* and *Mario 64* to swap for *Pilotwings* or *Wave Race*. E-mail benhoward19@hotmail.com.
● Will swap *Turok* for *WWF Warzone*, *Diddy Kong Racing* or *1080° Snowboarding*. Phone 01827 899672 after 6pm and ask for Stephen.
● Swap *WCW vs NWO* for *ISS '98* or *Body Harvest*. Also will swap *FIFA 98* for *F Zero-X* or will sell for £35 (must be in good condition). Call David on 01856 831237.
● Will swap *Top Gear Overdrive* for *Mario 64*, *Quake 64*, *Duke Nukem* or sell for £30. Boxed with instructions and in great condition. Ring Gary on 01237 422973.
● I will swap my *Extreme G* (boxed with instructions) for your *1080° Snowboarding* or *Mario 64*. Call 0181 508 2286 after 3.30pm.
● *Blast Corps* for swap, no instruction manual but with complete tips book. Will swap for *HMC*, *Quake* or *Snowboard Kids* and will consider anything else. Call Chris on 0191 289 3468.
● Swap *WWF Warzone* or *Mischief Makers* for *Silicon Valley*, *V-Rally*, *DKR*, *Mario Kart* or *Lylat Wars*. Call Mark on 01865 242375.
● I would like *Super Mario*, *GoldenEye* or *Banjo-Kazooie*. Will swap for my copy of *ISS64*. Call Liam on 01524 823489.
● Anyone want *Bomberman 64*? I will swap for any other PAL N64 game. Call Chris on 01628 526428.
● *F1 World Grand Prix* wanted. Will swap *Lylat Wars* (unboxed with booklet) or *Banjo-Kazooie* (boxed). Tel: 01437 710384 and ask for Tom.
● I'll give you my *World Cup 98* for *ISS '98* or *Turok 2*. Call Daniel on 0181 949 6632.
● Will swap *Extreme G* (with lots of codes and cheats) for *Top Gear Rally*, *Duke Nukem* or *Body Harvest*. Call Jonathan on 01283 226015.
● I'll swap *Wave Race* for *Mario Kart*, *Turok*, *1080°* or any other game scoring over 80% in **N64** Magazine. Call 01751 475005 and ask for Ben.
● SNES console, *Zelda*, *Mario All Stars*, *Earthworm Jim*, *Super Ghouls and Ghosts* and *Super Mario World*. Will sell for £60 or swap for *Body Harvest* and *Killer Instinct* on the N64. Call Sami on 01495 227940 (evenings).
● I'd like to swap my *Mario*, *Mario Kart* or *Banjo-Kazooie* for your *Snowboard Kids* or *Wave Race*. Call 01992 300383 and ask for Daniel.
● I will swap my *Lylat Wars* or *Wave Race* for your *NASCAR 99* or sell for £25 each. Call Danny on 01904 623967 after 4.30pm.
● I will sell my *Banjo-Kazooie* for £30 or swap for *V-Rally*, *Mortal Kombat 4*, *Snowboard Kids*, *Wave Race* or an Action Replay. Call Kevan on 0181 992 6675.
● *Mario Kart 64* for swap. Willing to consider *Doom 64*, *Blast Corps* or any other good game. Call Richard on 01566 777824.
● Will swap new *F1 WGP* for *GoldenEye* with all cheats. Also swap *World Cup* for *Mischief Makers*. Call Simon on 01322 463536.
● I will swap *Mario 64* and *Extreme G* for *FIFA 98*, *WCW/NWO: Revenge* or *WCW vs NWO: World Tour*. Phone Daniel on 0181 659 7487 after 4.30pm weekdays, anytime weekends.
● Will swap my *Fighters Destiny* for your *Diddy Kong Racing*, *Yoshi's Story*, *Banjo-Kazooie* or *WWF Warzone*. Must be PAL. Ring Robert on 01203 302043.
● I'll swap *Banjo* or *FIFA 98* and *Lylat Wars* for *F1 World GP*. Must be in good condition. Ring 01225 867636 or e-mail rjgb9b@aol.com.
● I will swap *Blast Corps* for *Yoshi's Story* (with box and instructions). Call Daniel on 0181 301 1055.
● Want to swap *Turok* and £5 (mine) for steering wheel with gear change and pedals (yours)? Call 01762 336194 and ask for Conrad.
● I'll swap my *DKR* or *Mario 64* for any good game. Call Ben on 01539 724707 after 4pm.

● I'll swap my N64 with six games and extras for your PlayStation with six or more games. Call Rob on 01279 659213.

● I'm willing to swap my *Bomberman 64* for *1080° Snowboarding*, *F1 WGP* or I'll sell it for £28. Please call 01284 761455.

● I'll swap my copy of *Snowboard Kids* for your *Pilotwings 64* or sell for £20. Also selling *1080°* for good price. Call Daniel on 01234 404153.

● I'll swap *Lylat Wars* for your *F1 World Grand Prix* or *Zelda*, boxed with instructions. Good condition. Call Sam on 01303 892799.

● Will swap SNES *Secret of Evermore* (PAL), for SNES *Secrets of Mana* (PAL). E-mail David at ddalman@mailcity.com.

● Will swap my *Wave Race*, *NFL QBC 98*, *Starfox*, *Mario*, *ISS64* or *Fighters Destiny* for *GoldenEye*. All boxed with instructions. Call Shaf on 0161 224 9004.

● I want to swap *Yoshi's Story* for *Lylat Wars* or *Snowboard Kids*. Or *Turok* for *Wave Race* or *Cruis'n USA*. Call James on 01472 322305.

● I will swap my copy of *Killer Instinct Gold* (unboxed) for your copy of *GoldenEye* or *Wetrix* (PAL). Phone Kunal on 0121 471 1662.

● I'll swap *Turok: Dinosaur Hunter* for *Mario Kart 64*, *WCW vs NWO: World Tour* or *Top Gear Rally*. Call Aron on 0181 333 1974.

● Will swap *WWF Warzone* for *Turok*, *1080°* or *Zelda* or I'll sell *WWF Warzone* for £35. Ring Byron on 01208 841259 or e-mail chudalz@yahoo.

● I will swap my copy of *Turok* for any reasonable offers. Call Chris on 01329 221041.

● Will swap *Blast Corps* for *Top Gear Rally*, *MRC* or any other good racing game. Call Ross on 01698 350362.

● Will swap *Wave Race* for *Banjo-Kazooie* and will also consider other games. Call Adam on 01495 321688.

● I will swap my *Wave Race* or *F1 Pole Position* for your *Mystical Ninja* or *FIFA 98*. Please, desperately wanted! I may acccept other games. Call Luke on 01472 504676.

● Please would someone swap *Wave Race 64* or *Shadows of the Empire* with me. Please, I'm desperate. Call Rhys on 01222 670975.

PENPALS

● I'm looking for someone aged 11-14 who likes N64 games. I like *Zelda*, *GoldenEye* and *FIFA 98*. Interested in football, must support Manchester United. If possible must like music. Write to David Savage, 16 Marlfield Road, Great Appenhall, Warrington, WA4 2JT.

● Male penpal wanted aged between 12 and 13 years. Must like music, sport and N64. If interested phone Ashleigh on 01796 482447. I'm 13-years old.

● Hi! This is Benjamin Bromley. I love Warhammer and the N64. I'm 15 and I'm looking for a 15-year old penpal. Spice Girls rule! Yeah, right. Write to or phone Benjamin Bromley, The Nook, Eastling, Faversham, Kent, ME13 OBW. Tel: 01795 890482.

● Anyone out there not aged 12-13? Female, 22-years old and interested in N64, cars, music and writing letters. Write to Miss C. Webber, 4 Poplar Place, Fishponds, Bristol, BS16 3QH.

● 12-year old male wants penpal of similar age, male or female but must like N64. Write to Chris King, 58 Audley Street, Ashton under Lyne, Lancs, OL6 6RB.

● Penpal wanted! 10-12 years. Likes the Simpsons and N64. Write to: Cheryl Collins, 26 Woodburn Road, Dalkeith, Midlothian, Scotland, EH22 2BE.

● 16-year old female wants male or female penpals aged 15-18, who preferably enjoy sport, Nintendo, music and have a GSOH . Write to Gemma Clarke, 19 Stevenson Drive, Spital, Wirral, Merseyside, L63 9AH.

● Penpal wanted aged between 8-19 (male) must like N64 games and wrestling (mens). I enjoy reading and drawing. Jamie Wright, 2/3 Wauchope Crescent, Edinburgh, Scotland, EH16 4PJ.

● Female penpal wanted, 15 years and upwards. Any interests, but must have a sense of humour. Write to Jonny at 22 Coed Murian, Caernarfon, Gwynedd, LL55 2EF.

● Penpal wanted! 12-14 years old and must like N64, PCs and the cinema. Male or female. Contact Andy on 0161 627 0043.

● 15-17-year old female penpal wanted. Must be single. Please send photo or phone me on 01737 042510. Richard Watson, 180 London Road North, Merstham, Surrey, RH1 3BP.

● 14-year old male looking for female penpal who is 13-15 and lives in Scotland. My hobbies are music, cinema and being with friends. Write to Fraser Coull, 31 Middlepenny place, Langbank, Scotland, PA14 6XD.

● Friendly 12-year old boy wants to talk about N64s, life and music to male or female. Exchange photos, cheats etc. Write to Ben Meisers, Mint Cottage, Gilthwaiterigg Lane, Kendal, Cumbria, LA9 GNT.

● 15-year old looking for female penpal aged between 14 and 20 years. I enjoy music, sport and computers. Write to JP, 15 Wedgewood Court, Gorleston, Great Yarmouth, Norfolk, NR31 6SU.

● Penpal wanted aged 10-13 years. Must love N64, *GoldenEye* and *Zelda*. I like football and basketball. Would like female penpal for a friend and a laugh. Write to Jon Mackenzie, 50 Rye Road, Hoddesdon, Hertfordshire, EN11 0HP

● Penpal wanted aged 18+. I am interested in *Starfox*, *Starfox* and, er... more *Starfox*, amongst other things. Write to B. Bem, 2 Cottage Lane, Fordhouses, Wolverhampton, WV10 6LG.

FANZINES

● Will pay £10 for issue one of **N64** Magazine (good condition, with video). Call Charlie on 01926 854532.

● Printed cheats for games available. Send an SAE with 50p plus name of N64 game to Liam Turner, 41 Enid Avenue, Fulwell, Sunderland, SR6 9LJ.

● Wanted: Issues 1-5 of **N64** Magazine – must include guides and be in good condition. Will pay £12 for all. Call Steve on 01865 872967.

● Give me **N64** Magazine issues 11 & 12. Good clean condition with N64 Companion and Game Guide books. Please call Peter on 0181 657 3345. £3.50 each.

● N64 fanzine for sale. £1.50 for issue 1 or 2. 50p sample issue also available. Packed with reviews and features. Call Andrew on 01276 857161.

● Fanzine for sale with loads of reviews and pages. Write to Lorne Tietjen, 38 Malthouse Lane, West End, Woking, Surrey, GU24 9JE. Send £2 for the mag.

● Issues 2, 4, 6, 8 and 10 of **N64** Magazine for sale with posters where applicable. Call Keith, evenings or weekends, on 01703 550353.

HELP WANTED

● I'm looking for a Controller pak still in its box and I'll pay a maximum of £7. Call Alistair on 01359 231047.

● Help! I can't get past the Deku Tree level on *Zelda*. Please call Ryan Smith on 0181 749 8959.

● Help! I'm stuck on *Body Harvest*, Level 2, Stage 3! Where is the idol of Mount Rua Rua? Call Jack on 01606 854376.

● Missing **N64** Magazines? Issues 7-12 for £20 or £4 each. Also 50+ cheat/solution books worth £60+ (some £10 each)! Sell £30 ono or separately. Call Alan on 01241 430093.


Cut out and send

N64 MAGAZINE READER ADVERTISEMENT FORM

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I wish my ad to go in the following section (please tick)

☐ Games for Sale ☐ Fanzines
☐ Games Wanted ☐ Penpals
☐ Games to Swap ☐ Help Wanted

THE RULES

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad.

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Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath, BA1 2BW

Club 64 DIRECTORY

Stuffed into the following pages you'll find useful info on every N64 game ever released.

How it all works

NEW! Yep, we reviewed some of the games in Directory almost TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game compares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

IDIOT CLONE 64

9% **0**

Publisher ● Price ● No. of players ● Rumble pak ● Type of save ● Expansion pak ● Issue reviewed ● Reviewer (see opposite)



You believe that talent borrows, but genius steals. Which explains why you're creatively bankrupt troglodytes that can't come up with a single idea of your own. Morons.

TOP TIP Remember to steal everything, but do it in a catastrophically incompetent manner to show what hamfisted cretins you are. Oh, and game of the year? Don't bother playing it. Well, maybe for a day.

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

Your at-a-glance guide to the highest-rated games in Directory.



1	The Legend of Zelda 98%
2	Super Mario 64 96%
3	Turok 2 95%
4	GoldenEye 007 94%
5	F1 World Grand Prix 93%

UK Game releases

1080° SNOWBOARDING

89% **4**

Nintendo ● £40 ● 1-2 players ● Rumble pak ● On-cart ● Issue 21 ● MK



Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through. Great.



TOP TIP Issue 22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.

AERO FIGHTERS ASSAULT

58% **1**

Konami ● £55 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.



TOP TIP To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

AERO GAUGE

10% **0**

ASCII ● £55 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.



TOP TIP If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

ALL-STAR BASEBALL

84% **3**

Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.



TOP TIP Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR

AUTOMOBILI LAMBORGHINI

67% **2**

Titus ● £30 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TW

Not bad, just competent. It'll pass a few hours but don't expect anything as lasting as *TGR*.



TOP TIP Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.

BANJO-KAZOOIE

92% **5**

Nintendo/Rare ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 18 ● JA



Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.



TOP TIP After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BIO FREAKS

76% **3**

GT ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.



TOP TIP Disable blocking, and do nothing but shoot during the fight for a guaranteed win. • Hold Left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% **5**

Nintendo/Rare ● £30 ● 1 player ● On cart ● Controller pak ● Issue 5 ● JS



Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.



TOP TIP Re-enter a race after 'doing' it to race against your very own ghost. • Blast Corps was Double Game Guided in issue 16.

BODY HARVEST

91% **5**

Gremlin ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 22 ● TW



Brilliant alien shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles to pelt about in and the biggest worlds on the N64.

TOP TIP Tactics... when facing off against a boss, the best tactic is to be in a vehicle. Failing that, keep circling them.

BOMBERMAN 64

50% **1**

Hudson/Nintendo ● £50 ● 1-4 players ● On cart ● Issue 8 ● ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.



TOP TIP Collect all 100 cards and complete the game to open up a whole new hidden world.

BOMBERMAN HERO

66% **2**

Nintendo ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.



TOP TIP Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.

BUCK BUMBLE

70% 2 Ubi Soft ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.


On the D-pad push Left, Right, Up and Down and hold for two seconds. Then push Right, Right, Left and Left for infinite weapons.

BUST-A-MOVE 2

80% 4 Acclaim ● £40 ● 1/2 players ● Controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.


Press Left shoulder button, Up on the D-pad, Right shoulder button and Down on the D-pad on the title screen to open up Another World.

BUST-A-MOVE 3

82% 4 Acclaim ● £40 ● 1-4 players ● Rumble Pak ● Controller pak ● Issue 24 ● MK

Except for a simultaneous four-player mode, this is *Bust-a-Move* as it's always been: completely simple but effortlessly good fun. Recommended.


If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.

CENTRE COURT TENNIS

67% 3 Hudson ● £40 ● 1-4 players ● Rumble Pak ● Controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. It's enjoyable enough for a while, but we still yearn for a 64-bit version of *Super Tennis*.


Aim for the down-the-line smash as much as possible. The opponent's just can't handle it.

CHAMELEON TWIST

70% 2 Ocean ● £40 ● 1-4 players ● On cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.


If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.

CLAYFIGHTER 63⅓

24% 0 Interplay ● £20 ● 1/2 players ● On cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.


Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.

CHOPPER ATTACK

81% 3 GT ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!


On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.

CRUIS'N USA

24% 0 Nintendo ● £30 ● 1 player ● Rumble pak ● On cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.


After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad for a minute and a severed head will roll by.

CRUIS'N WORLD

38% 0 Nintendo/Midway ● £30 ● 1-4 players ● Rumble pak ● On cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.


To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?

DARK RIFT

69% 1 Vic Tokai ● £40 ● 1/2 players ● On cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.


Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

DIDDY KONG RACING

90% 4 Nintendo/Rare ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 10 ● JA



This game is huge (40 tracks), a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.


For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.
• Double Game Guide + no. 1.

DOOM 64

77% 2 GT ● £25 ● 1 player ● Controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.


At the password screen enter 7TJL BDFW BFGV JVVB for a complete cheat menu.
• Tips in issues 3 & 7.

DUAL HEROES

50% 0 Bitwave/Hudson ● £30 ● 1/2 players ● Controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.


To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.

DUKE NUKEM 64

85% 4 GT ● £25 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.


Remember, the cocooned ladies can't be shot any more. They can only be released with the use of the handy 'open' button.

EXTREME G

87% 2 Acclaim ● £30 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 9 ● TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by *XG2*, *F-Zero X* and *Wipeout 64*.


Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.
• Guide in N64/12.

EXTREME G2 (XG2)

85% 4 Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● JB



The sequel to *Extreme G*, *XG2* is considerably easier to play, better to look at, and sports a vastly improved multiplayer mode. Nice.


You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.

F1 POLE POSITION

71% 1 Ubi Soft ● £25 ● 1 player ● Controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.


Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.

F1 WORLD GP

93% 5 Nintendo/Paradigm ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● JA



Astonishingly realistic, visually stunning racing sim that really shows off the power of the N64. This *is* Formula One.


Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit. Change it to Pyrite or Chrome to access the secret cars.

DOOM CLONE 64

Maybe 'clone' is stretching it a bit, but you know what we mean, right? Essential first-person shooters.



TOP OF THE FLOPS

The five lowest marks we've used to batter the N64's most rancid games unconscious. Pray nothing ever plumbs these depths again.



GO! GO!

FLY ME

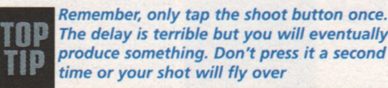
Finding five really good games with flying in them is a lot harder than you think.



FIFA 64

39% 0 EA ● £25 ● 1-4 players ● Controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

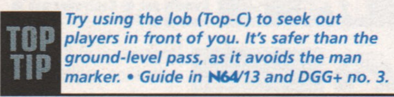


TOP TIP *Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over*

FIFA 98

83% 2 EA ● £30 ● 1-4 players ● Controller pak ● Issue 10 ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.



TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. • Guide in N64/13 and DGG+ no. 3.*

FIGHTERS DESTINY

86% 4 Ocean ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 13 ● JB



Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our *Tekken*. Well, for now.

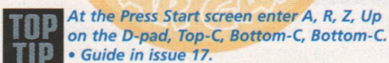
TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character. • Check out the guide in N64/14.*

FORSAKEN

87% 4 Acclaim ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 16 ● MK



A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.



TOP TIP *At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. • Guide in issue 17.*

F-ZERO X

91% 5 Nintendo ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 22 ● JP





The fastest racer on earth, and one of the most exhilarating four-player experiences you can buy. Fast, strong and very, very long.



TOP TIP *Complete all four cups on all four difficulty levels to access the fifth, secret competition: a completely random track generator.*

GASP!!

47% 1 Konami ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.



TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64: Enter the Gecko

59% 1 GT ● £50 ● 1 player ● Rumble pak ● Controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.



TOP TIP *Think about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.*

GLOVER

83% 4 Hasbro ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.*

GOLDENEYE 007

94% 5 Nintendo/Rare ● £50 ● 1-4 players ● Rumble pak ● On cart ● Issue 9 ● TW



Brilliant levels, detailed scenery and a perfectly judged difficulty curve. It doesn't get much better than this.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 Ocean ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.



TOP TIP *Win the championship on Easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.*

HEXEN

69% 1 Midway ● £30 ● 1-4 players ● Controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.



TOP TIP *To activate the cheat menu, pause and press Top-C, Bottom-C, Left-C, Right-C very quickly. • In the cheat menu, press Left-C, Right-C and Bottom-C for invincibility.*

HOLY MAGIC CENTURY

71% 3 Konami ● £50 ● 1 player ● Controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.



TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

IGGY'S RECKIN' BALLS

56% 1 Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 19 ● MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

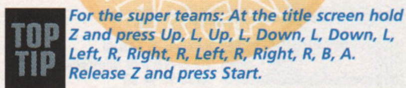
TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

ISS 64

92% 4 Konami ● £30 ● 1-4 players ● Controller pak ● Issue 3 ● TW



An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.



TOP TIP *For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami ● £40 ● 1-4 players ● Controller pak ● Issue 20 ● MK



Enhanced and updated from the original game and, now more than ever, the finest football game in the whole world.



TOP TIP *Win the league to get yourself a whole new set of faces for the create-a-player mode. • Excellent challenges in N64/21.*

KILLER INSTINCT

62% 2 Nintendo/Rare ● £30 ● 1/2 players ● Controller pak ● Issue 3 ● MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*.



TOP TIP *To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.*

KNIFE EDGE

42% 2 Nintendo ● £30 ● 1/4 players ● On Cart ● Rumble pak ● Issue 24 ● JA

A light gun game on a machine that doesn't have a light gun. Dull.

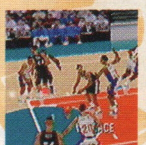


TOP TIP *Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.*

KOBE BRYANT in NBA Courtside

90% 4 Nintendo ● £30 ● 1-4 players ● Rumble pak ● Controller pak ● On cart ● Issue 18 ● MK





Fluid gameplay, sharp graphics and a very simple control system make *NBA Courtside* the best basketball game ever.



TOP TIP *Hold L while selecting a pre-season game to access the three secret teams. • See Tips Extra N64/18.*

LEGEND OF ZELDA
Ocarina of Time

98% **5**
Nintendo ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 24 ● JB



Simply the greatest game ever created. Everything about it is utterly amazing. If you get just one game, you *must* get this one.



TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 for more details.*

LYLAT WARS

91% **5**
Nintendo ● £50 ● 1-4 players ● Rumble pak ● On cart ● Issue 8 ● JN



Perhaps not as perfect as it could've been (it really needed a level select for instance) but another tour-de-force for Shigsy.



TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.*

MACE: The Dark Age

81% **3**
GT ● £30 ● 1/2 players ● On cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

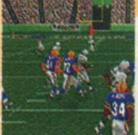


TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

92% **3**
EA ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TT





The first 64-bit outing for the Madden series is a resounding success. Impressive stuff, but it looks a bit dated compared to *NFL 99*.



TOP TIP *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88% **5**
EA ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 23 ● MK



The familiar *Madden* gameplay survives the move to hi-res and gains a play editor, a superb practice mode and hundreds of new options.



TOP TIP *Try entering these codes to access a few of the many hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK INTHEGAME, GEARGUYS.*

MARIO KART 64

91% **5**
Nintendo ● £40 ● 1-4 players ● Controller pak ● On cart ● Issue 4 ● JD



Outstanding multiplayer modes and you'll still find yourself racing the one-player tracks long after you've beaten the game.

TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. • Complete guide in N64/4 and DGG+ 2.*

MICRO MACHINES 64 TURBO

86% **4**
Codemasters ● £40 ● 1-8 players ● Rumble pak ● Controller pak ● Issue 25 ● JB

Classic multiplayer action for up to eight miniature racing fans sharing four controllers. A real riot if you don't mind the stop-start nature of it.



TOP TIP *Don't take the tempting shortcuts in MM64. Try to veer off the track and you blow up.*

MISCHIEF MAKERS

90% **4**
Nintendo/Treasure ● £40 ● 1 player ● On cart ● Issue 8 ● JB



It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.



TOP TIP *Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% **3**
Infogrames ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 19 ● TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.



TOP TIP *Remember to continuously access your objectives as they can change without prior warning. Official book with N64/21.*

MK MYTHOLOGIES

9% **0**
GT ● £Too much ● 1 player ● Rumble pak ● Controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.



TOP TIP *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

MORTAL KOMBAT 4

84% **4**
GT ● £45 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 20 ● JP

The best version of *MK* yet.



TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY

34% **1**
GT ● £40 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.



TOP TIP *Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.*

MULTI RACING CHAMPIONSHIP

71% **2**
Ocean/Imagineer ● £30 ● 1/2 players ● Controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.



TOP TIP *To get the hidden cars without beating them, select one of the closed garages in vs mode, exit, and choose a one-player game.*

MYSTICAL NINJA starring GOEMON

90% **4**
Konami ● £50 ● 1 players ● Controller pak ● Issue 14 ● TW



There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.



TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS

32% **1**
Konami ● £45 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.



TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

59% **1**
EA ● £40 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.



TOP TIP *When you get bored of driving round in circles, switch the game off and go to bed. That's livin'.*

NBA HANGTIME

52% **1**
GT ● £25 ● 1-4 players ● On cart ● Issue 6 ● JS

The problem here is that two-on-two basketball gets very boring, very quickly.



TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

GOLDEN OLDIES

This month's five most played classic carts. The dust will never settle on these silicon beauties.





GO! GO!

DIRECTORY Club64

WHITE STUFF

It's about the right time of year for frolicking in the snow, or just slipping over in a puddle of oily slush.



NBA JAM '99

83% ★ 3 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.



Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.

NBA LIVE '99

64% ★ 2 — EA ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 24 ● JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.



By pressing the Right shoulder button during play, C-button icons appear above your nearest players, tying each of your team to one of the yellows.

NBA PRO '98

71% ★ 2 — Konami ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JP

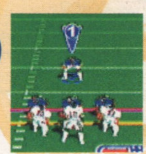
An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.



Tap Up on the controller a few times to improve your chances of landing your free throws.

NFL BLITZ

87% ★ 4 — GT ● £45 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 22 ● MK

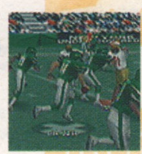
Arcade-style American football – and all the better for it. Fast unbroken play with plenty of scraps and a customisable Play Editor.



At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.

NFL QUARTERBACK CLUB '98

86% ★ 3 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.



Check out our comprehensive five-page guide to Yank-thrashing in issue 12.
• Full list of cheats in issue 19.

NFL QUARTERBACK CLUB '99

90% ★ 5 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 23 ● MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays as good as it looks.



To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.

NHL '99

74% ★ 4 — EA ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 22 ● JP

Good ice hockey but not great ice hockey. Buy *Wayne Gretzky* instead.

TOP TIP *Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).*

NHL BREAKAWAY

62% ★ 2 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 14 ● DM

Little excitement, nothing original. Nothing here that that hasn't been done better in *Gretzky*.



Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.

NHL BREAKAWAY '99

64% ★ 2 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 24 ● JB

Mildly diverting hockey sim that never comes close to challenging *Wayne Gretzky*.



Catch those magic replay moments by zooming in on an individual with the D-pad.

OLYMPIC HOCKEY

60% ★ 1 — GT ● £25 ● 1-4 players ● Controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.



*Check out **N64**/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

PENNY RACERS

58% ★ 2 — THQ ● £40 ● 1-4 players ● Controller pak ● Rumble pak Issue 25 ● MK

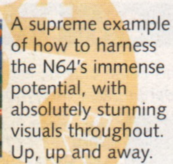
To begin with, this is the slowest, boringest racer ever. And, by the time it begins to speed up, it's still the boringest racer ever. Dump.



Take your £40 down to HMV and steer clear of this tripe. Now go to Micro Machines. Nice.

PILOTWINGS 64

89% ★ 5 — Nintendo ● £40 ● 1 player ● On cart ● Issue 1 ● TW

A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout. Up, up and away.



The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.

QUAKE 64

79% ★ 3 — GT ● £25 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.



Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

RAKUGA KIDS

80% ★ 4 — Konami ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.



If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.

RAMPAGE WORLD TOUR

54% ★ 1 — GT ● £45 ● 1-3 players ● Controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.



Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.

ROBOTRON 64

75% ★ 2 — GT ● £50 ● 1/2 players ● Controller pak ● Issue 12 ● JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.



At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.

ROGUE SQUADRON

85% ★ 4 — Lucas Arts ● £50 ● 1 player ● Controller pak ● Rumble pak ● Expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and impressive (but foggy) graphics. Recommended.



Type in IGIVEUP to obtain a handy amount of lives. An infinite amount! Er, handy.

RUSH 2 Extreme Racing USA

73% ★ 4 — GT ● £40 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 24 ● TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.



Go to the Set Up menu and press L, R, Z and all four C-Buttons to bring up the cheat. Hold L, R and Z and press the C-buttons to activate the cheats.

SAN FRANCISCO RUSH

82% ★ 3 — GT ● £25 ● 1/2 players ● Rumble pak ● On cart ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.



To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.

SCARS

79% ★ 3 — Ubi Soft ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.



When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● On cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.



- Challenge points guide in issues 2 and 3.
- Ultimate cheat in issue 17.
- Double Game Guide + with issue 18.

SOUTH PARK

73% 3 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Cotroller pak ● Expansion pak ● Issue 25 ● JA

Monotonous and basic first person shooter, with the redeeming feature of some hilarious sound and all the South Park characters.



Type in ALLWOMAN as a password to obtain Mrs Cartman in the multiplayer game.

SPACESTATION SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● On cart ● Issue 22 ● MK





The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer-cum-adventure.



On the 'monkey swinging' section on Jungle Doldrums, push the Jump button twice and you get extra distance on your leap. Handy!

SNOWBOARD KIDS

86% 5 — Nintendo/Atlus ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.



On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).

STARSHOT Space Circus Fever

68% 2 — Infogrames ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 22 ● JP

Visually appealing, *Space Circus* is, nevertheless, a by-the-numbers 3D platformer that's been pre-dated by the much better *Banjo*. Pity.



Pause the game and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A for the Warp mode.

SUPER MARIO 64

96% 5 — Nintendo ● £50 ● 1 player ● On cart ● Issue 1 ● ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *The Legend of Zelda*, this is truly superb.



- '20 most asked questions', N64/1, N64/2.
- Guides in N64/2, N64/3, N64/4, N64/5.
- Double Game Guide + no. 4 (issue 15).

TETRISPHERE

69% 3 — Nintendo ● £30 ● 1/2 players ● Controller pak ● Issue 13 ● SJ

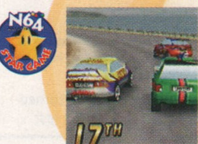
Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.



Type in the word VORTEX on the password screen, then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

TOP GEAR RALLY

86% 4 — Nintendo/Boss ● £40 ● 1/2 players ● Controller pak ● Issue 8 ● JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.



Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
- *Double Game Guided on issue 18.*

TOP GEAR OVERDRIVE

79% 3 — Nintendo ● £45 ● 1/4 players ● Rumble pak ● Expansion pak ● On cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't. Dodgy 'jumping' and handling spoil the good stuff.



Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Oh, and finish all seasons for the sixth, secret track.

TUROK Dinosaur Hunter

91% 4 — Acclaim ● £30 ● 1 player ● Controller pak ● Issue 1 ● TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.



- Type LKMBRD in the cheat menu and use L and R to fly around the level.
- Type NTHGTHDGDCRTDTRK to get every other cheat.

TUROK 2 Seeds of Evil

95% 5 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 21 ● TW





A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase this winter.



As soon as you access the shotgun, aim for enemies' heads in order to take them down quickly. Anywhere else and they'll keep attacking you.

TWISTED EDGE SNOWBOARDING

60% 2 — Nintendo ● £40 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 24 ● TW

Twisted Edge stumbles onto the slopes for a amateur snowboarding outing. Only competent.



Watch carefully when the race begins. Just after the word "Go" disapears, press Up twice. If done correctly you should get a jump start. Nicely!

V-RALLY 99

90% 5 — Infogrames ● £40 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PlayStation's best. Fast, furious and freaking hard, *V-Rally* is terrific.



Score 100% in Arcade mode to get access to two sets of secret cars.

WAIALAE COUNTRY CLUB GOLF

49% 1 — Nintendo ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.



On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.

WAR GODS

46% 0 — GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.



To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.

WAVE RACE 64

90% 5 — Nintendo ● £40 ● 1/2 players ● On cart ● Issue 2 ● ZN



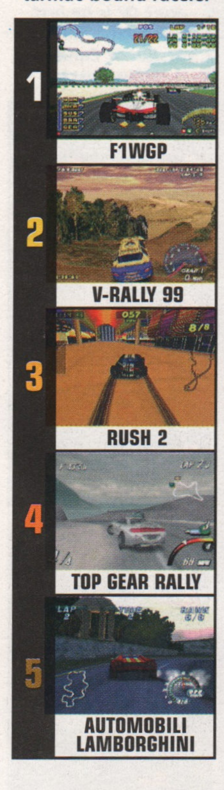
Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

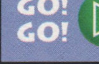


To race in the alternate colours, press up on the analogue while selecting your character. • *DGG + no. 3 with issue 14.*

CARS & GIRLS

If futuristic hover craft and 1000mph loop-the-loops aren't your thing, try these more traditional tarmac-bound racers.





MARTIN'S CHOICE

Martin's all-time top five exhibits a surprising lack of violence. Could it be that the poor boy is going soft in his old age? Or is he just waiting for the N64 version of Cannibal Holocaust?



WAYNE GRETZKY'S 3D HOCKEY

75% 3 — GT ● £25 ● 1-4 players ● Controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.



For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 — GT ● £25 ● 1-4 players ● Controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.



Issue 11 featured a guide to two-player excellence in the original Gretzky. Funnily enough it also applies to this sequel. And Olympic Hockey too.

WCW/NWO REVENGE

75% 3 — T•HQ ● £50 ● 1-4 players ● Rumble pak ● On cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.



During a match, press Z to make the computer take control for a while. *• Tips in issues 23 and 24.*

WCW vs NWO WORLD TOUR

70% 2 — T•HQ ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.



Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

WETRIX

74% 3 — Ocean ● £30 ● 1/2 players ● Controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.



Complete all 16 practice rounds to get a choice of groovy floor patterns. *• Guide in issue 18.*

WIPEOUT 64

88% 5 — Midway ● £45 ● 1-4 players ● Rumble pak ● On cart ● Issue 23 ● TW



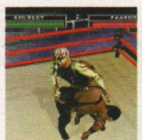
The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and it's incredibly challenging.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WWF WARZONE

85% 4 — Acclaim ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 19 ● MK





A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode. Best wrestling ever.



On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.

YOSHI'S STORY

86% 5 — Nintendo ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 15 ● TW



Surprisingly, a Nintendo game that lacks some ingenuity and longevity. But it's amazing to play and beautiful to look at.



White Yoshi: Work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble.

Import releases
(not yet released in UK)

64 O-SUMO

90% 4 — Bottom Up ● 1/2 players ● Rumble pak ● Controller pak ● Issue 11 ● ME



Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% 2 — Human ● 1/2 players ● Rumble pak ● Controller pak ● Issue 16 ● TW

Unusual and quirky but there's no proper objectives and no real challenge. Looks great, plays boringly.

ART OF FIGHTING TWIN

78% 3 — Culture Brain ● 1/2 players ● Rumble pak ● Controller pak ● Issue 12 ● DM

A simplistic beat-'em-up but with some charm. Given the lack of quality N64 fighters, not a bad proposition.

AUGUSTA MASTERS '98

47% 1 — T&E Soft ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% 0 — Hudson ● 1 player ● Rumble pak ● Controller pak ● On cart ● Issue 20 ● JP

Cheap and nasty mixture of simplistic shooting games. In Japan it's actually against the law to buy crap like this.

CHORO Q 64

56% 1 — Takara ● 1-4 players ● Rumble pak ● Controller pak ● Issue 20 ● MK

Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA BOU

65% 2 — Hudson ● 1/2 players ● Issue 12 ● JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% 4 — Athena ● 1-4 players ● Rumble pak ● On cart ● Issue 19 ● MK

A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.

DORAEMON

60% 1 — Epoch ● 1 players ● Controller pak ● On cart ● Issue 2 ● TW

A slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.

FAMISTA 64

68% 1 — Namco ● 1-4 players ● Controller pak ● Issue 11 ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

GLORY OF ST. ANDREWS

58% 0 — Seta ● 1-4 players ● On cart ● Issue 1 ● TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

JANGOU SIM MAH JONG 64

69% 1 — Video System ● 1 player ● Controller pak ● Issue 7 ● JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

66% 1 — Imagineer ● 1-4 players ● Controller pak ● Issue 8 ● TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52% 0 — Hudson ● 1/2 players ● Controller pak ● Issue 10 ● TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER

89% 3 — Konami ● 1-4 players ● Controller pak ● Issue 1 ● TW

Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9% 0 — Take 2 ● 1-3 players ● Controller pak ● Issue 16 ● MK

Less a game, more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.

JIKKYOU WORLD CUP '98

91% 4 — Konami ● 1-4 players ● Controller pak ● Issue 18 ● TW

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% 1 — Imagineer ● 1-4 players ● On cart ● Issue 1 ● TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60% 2 — Imagineer ● 1-4 players ● Controller pak ● Issue 25 ● TW

Long and complicated Japanese board game involving a puzzle-cracking team of detectives, battles, dice, and sub-games. Odd.

LET'S SMASH

67% 3 — Hudson ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAH JONG 64

65% 1 — Koei ● 1-4 players ● Controller pak ● Issue 3 ● JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER
69% ★ 2 — Konami • 1-4 players • On cart • Controller pak • Issue 1 • WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL
74% ★ 4 — Nintendo • 1-4 players • Rumble pak • Issue 18 • MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

MARIO PARTY
80% ★ 4 — Nintendo • 1-4 players • Rumble pak • Issue 25 • ME

Enjoyably diverse Mazza board game, with all the usual suspects turning up for a spot of sub-gaming and bouncy fluffiness.

NIGHTMARE CREATURES
57% ★ 1 — Activision • 1 player • Rumble pak • Controller pak • Issue 25 • MK

Gory gothic slash-'em-up, but a reeking haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE
21% ★ 0 — Midway • 1/2 players • Rumble pak • Controller pak • Issue 19 • JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64
12% ★ 1 — Hewia • 1 player • Issue 13 • TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU
75% ★ 3 — Nintendo • 1 player • Rumble pak • Issue 25 • ME

With the new Voice Control headset, talk to Pikachu and tell him to naff off. Good fun. If you're fluent in Japanese.

POWER LEAGUE 64
42% ★ 0 — Hudson • 1/2 players • Controller pak • Issue 7 • JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4
54% ★ 2 — Konami • 1/2 players • Controller pak • Issue 3 • TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5
78% ★ 3 — Konami • 1-4 players • Controller pak • Issue 17 • MK

A tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64
80% ★ 3 — Compile • 1/2 players • On cart • Issue 10 • ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000
83% ★ 3 — Imagineer • 1 player • Controller pak • Issue 13 • JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

STAR SOLDIER
62% ★ 1 — Hudson • 1 player • Rumble pak • On cart • Issue 19 • MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER ROBOT SPIRITS
58% ★ 2 — Banpresto • 1/2 players • Rumble pak • On cart • Issue 20 • MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA
78% ★ 4 — Konami • 1-4 players • Controller pak • Issue 15 • TW

Another N64 *Puyo Puyo* game, but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.

TAMAGOTCHI WORLD 64
79% ★ 4 — Bandai • 1-4 players • Rumble pak • Controller pak • Issue 12 • JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TOKON ROAD
49% ★ 1 — Hudson • 1-4 players • Issue 12 • DM

A tedious old wrestling sim that lacks the refinement of *WCW*.

TRUMP WORLD
21% ★ 1 — Bottom Up • 1-4 players • On cart • Issue 21 • MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS
76% ★ 3 — Titus • 1/2 players • Rumble pak • On cart • Issue 18 • TW

Just what your N64 has been waiting for – a chess sim…

WHEEL OF FORTUNE
17% ★ 0 — Gametek • 1-3 players • Rumble pak • Issue 11 • TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2
55% ★ 2 — Enix • 1 player • Controller pak • Issue 1 • WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.



Back issues

Issues 1-19 SOLD OUT!



You'll be kicking yourself if you miss an issue, so fill out the form at the bottom of the page and keep your collection complete. Oh, go on.



ISSUE 20
The Wipeout Edition

An exclusive *Wipeout* preview kicked off issue 20. There were also reviews of the superb *ISS '98*, *Buck Bumble* and the mighty *F1 World Grand Prix*. Tips tackled *WWF Warzone* and Max had a thorough look at *Pocket Monsters Stadium*. ● The DGG + was completely devoted to *Banjo-Kazooie* and there was a great *Wipeout* poster mag too.



ISSUE 21
The Turok 2 Edition (again)

Better than *GoldenEye*? That was the question we asked of *Turok 2*. Find out how it measured up here. We also reviewed *1080°* and tipped the fabulous *ISS '98*. ● *Forsaken* and *Mystical Ninja* appeared in the DGG + and we also gave away a complete *Mission: Impossible* playing guide and a console sticker worth £10!



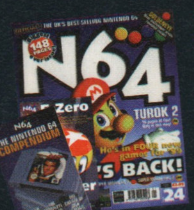
ISSUE 22
The V-Rally Edition

The World's first review of Infogrames' excellent racing game plus details of how to win a £10,000 car. 65 previously unseen *Perfect Dark* shots and huge reviews of of *F-Zero X* and the rather superb *Body Harvest*. ● The DGG + tackled Nintendo's *1080° Snowboarding* and the sublime *F1 World GP*.



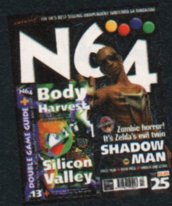
ISSUE 23
The Zelda Edition

After three years of waiting, endless delays and months of anticipation *Zelda* finally arrived. So, how good is it? Plus huge reviews of *Wipeout 64* and *Extreme G2* and Team **N64**'s top tips for the games that should be filling your christmas stockings. ● Oh yes, we also gave away a rather special Christmas pressie – the **N64** Magazine Cart Rack™.



ISSUE 24
The Mario Edition

Four new Mario games for 1999 – find out all about them here. Plus exhaustive *Turok 2* tips and the second part of our huge *Legend of Zelda* review. ● The Double Game Guide tipped future racer *F-Zero X* and the unusual but highly original *Glover*, and our second gift, the Nintendo 64 Compendium reviewed and rated every single UK release ever.



ISSUE 25
The Shadowman Edition

We speak to the creators of *Shadowman*, the N64's goriest game yet and reveal what you want to see in Rare's *Perfect Dark*. Plus reviews of the most exciting Star Wars game yet – *Rogue Squadron* – and Acclaim's swear-'em-up, *South Park*. ● The Double Game Guide + provided complete walkthroughs for DMA's *Body Harvest* and *Silicon Valley*.

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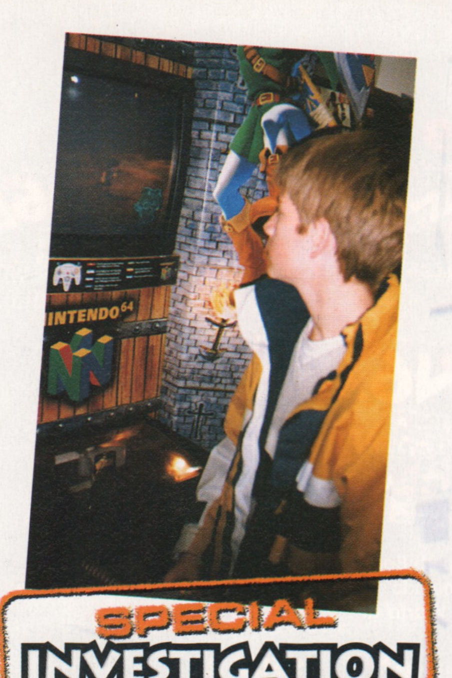
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Did you get copy of *Zelda* on time or did you have to wait? *Zelda*'s release day, the 11th of December, was chaotic, with thousands of people left disappointed. So, what the hell happened?

by James Price

SPECIAL INVESTIGATION

WISH IT WAS HERE!

We'd heard rumours. Whispered, muttered, in dark corridors and ill-lit gatherings: "There'll be *Zelda* shortages on release week." And, you know, such a dastardly eventuality *did* occur. Gamers' dreams of controlling Link *a cheval*, galloping towards an almighty ruck with that Ganondorf beast became, cruelly, an event for 'next week', or possibly later than that. Gamers' laments were colourful, and loud.

It was odd. Passing through games stores on the day of *Zelda*'s UK release, it was almost as if Tim Weaver disease – otherwise known as Tourette's Syndrome – had suddenly achieved epidemic status. Bar those who had the temerity to reserve a copy many months in advance, many thousands of people went home unhappy on that lamentably blighted day. What should have been the defining moment of our videogame-playing years was overshadowed by the simple fact that, um, no-one could get hold of a copy. Damn and, indeed, blast.

Just to illustrate how difficult it was to get hold of *Zelda* during its first week on sale, it's worth noting that even members of the **N64** Magazine team – and our friends and families – had to wait, too. Jes's stock reply of "You are vanting to expire, ya?" to those asking to borrow an office copy put paid to the idea of stealing a cart and running for the hills. It was a nightmare, and nothing but.

Curious to discover how other N64 owners were faring, we travelled out into the big bright world – which wasn't anything *like* as pretty as *Zelda*'s. *And* we had to walk, rather than ride – to ask others about their labours to acquire a copy of Nintendo's finest...



Swimming in Lake Hylia or in a pool of your own tears in your local branch of EB.





James

A shifty looking geezer, this. Would you buy a used N64 from this man?

James Rankin hangs out at Bath's branch of Electronics Boutique, and he's a big fan of *GoldenEye* and *Mario Kart*...

N64: How did you deal with distressed kiddies and irate parents coming in for copies of *Zelda* that patently didn't exist?
Well, we'd already told people, as we'd had advance warning about the problems. We had about 200 pre-orders, and only 40 actually came in. So we had to give those to the people on the top of the list, and tell everyone else to come back in when the second batch arrived. We've just had a load more copies in, but we're still short now.

N64: Did you find that you had to invent special ways of saying "No, we don't have any copies," just to stop yourself from getting bored? Like: "All these Skulltulas dropped from the ceiling, right, and Ganondorf jumped through the window, and you wouldn't *believe* what happened next..."
Yep. We just said "Blame Nintendo". They're the ones that didn't make enough carts...

N64: Have you got a copy of *Zelda* for yourself? If so, what do you think?
I have, yes. And it's not bad. (Sound of journalist holding Dictaphone coughing and spluttering in disbelief. "Not bad?" Pah!) It's not really my bag, baby. (Sound of journalist holding Dictaphone coughing and spluttering at use and context of word 'baby'.) I'm not really into that sort of game. I much prefer Mario Kart – I play that all the time.

N64: Okay. We're talking about *Zelda*, but we've got to ask you: *Mario Kart* or *Diddy Kong Racing*? Which one would you chose?
Mario Kart. *Easily.*

N64: So would you say it's worth buying an N64 for *Zelda* alone?
No, not on its own. But for GoldenEye, *yes...*

Tom

"Smile, for the camera... oh. Sorry. Didn't notice the gunshot wound..."

Tom Watson can be found behind the counter at a Games Exchange store in the West Country, where his glum expression only appears when a national magazine wishes to take a photo of him. At any other time, he's a cheerful, grin-toting, software-purveying lover of Link...

N64: There aren't many copies of *Zelda* around, are there? Have you dealt with a lot of upset customers over the past few days?
Yep. An awful lot. We've actually had a child cry when he came in and couldn't get his copy. We're talking floods of tears, in the middle of the shop with loads of people around. We had about 200 orders for copies before its release, and actually got about 30 to sell on the first day...

"We've actually had a child cry when he couldn't get his copy. We're talking floods of tears."

N64: It's hardly surprising, is it? After all, most N64 owners have been waiting for *Zelda* since the launch of the console...
I'm in exactly the same situation. I own an N64 and I didn't make a reservation. So I'm not allowed a copy...

N64: So you haven't just sneakily bought one, at the expense of a customer? That's very noble...
It's not me that's noble. It's him – Neil, the Store Manager. (Laughs.)

N64: So you haven't got to play it yet?
I haven't been able to play it at all...

N64: Even though you've not played it yet, would you say it's worth buying an N64 just for *Zelda*?
Yes. Definitely, yes. The other guy who works here has just left for the day. He got a copy on the day it came out – he was first on the reservation list, as he got his name down a year ago – and he says it's absolutely superb. He just keeps on saying "Buy Zelda, buy Zelda, buy Zelda." (Deadpan.) He's quite fond of it. He'd just bought a PC the week before. He had loads of new games for it, like Rogue Squadron and all that, and then he got Zelda. He hasn't touched the PC since.

"He'd just bought a PC with loads of games, then he got Zelda. He hasn't touched the PC since."

N64: Anything else to say about *Zelda*?
It is superb. If by any chance you haven't got it yet, try harder.

Tom

What's that pickled egg doing... oh. Oops. That's a Picard egg...

This is a different Tom – and his mom asked me not to print his surname, for some reason...

Young Tom was browsing in Games Exchange, so we thought we'd call him over for a quick chat. He *did* have a copy of *Zelda* – but, fate being cruel, the wait for Christmas was preventing him from playing it...

N64: Have you got a copy of *Zelda* yet?
Yes.

N64: Is it for Christmas?
Yes. My mom got it for me.

N64: Did your mum have a lot of trouble finding a copy?
Yes. She had to go to London. The place we were going to get it from only had ten copies (on the day of release), so she had to get it from down there...

N64: How are you coping with waiting until Christmas, knowing that's there's a copy in the house?
(Laughs.) Not very well.

N64: Have you tried convincing your mum to let you play it now?
Yes.

N64: And what did she say?
She said no.

N64: Have you considering stealing it, completing it in secret before Christmas and then running away to join the circus before she finds out?
(Laughs.) Yes.

N64: What made you want a copy of *Zelda* so much?
Well, loads of my friends at school have got copies, and are saying that it's really good. It just looks brilliant.



James

"Pull his hair," and "kick him when he's down," we said.

Jeremy Saunders was discovered loitering in a Bath games store. The reason for this shifty behaviour became apparent with a quick round of questioning – he's Area Manager for Games Exchange.

GO! GO!

Relishing the opportunity of picking a fight with a boss-type character (in order to complete the Games Exchange dungeon, no less. Boy, have we played *Zelda* too much...) we went for the throat with our first query...

"Nintendo somehow 'under-estimated' demand... but stores have been taking orders for 18 months."

N64: There are hardly any copies of *Zelda*. Being an Area Manager for a software store, it's obviously all *your* fault...
Well, to tell you the truth, it was down to Nintendo, who somehow 'underestimated' demand, despite the fact that stores have been taking orders for the past 18 months...

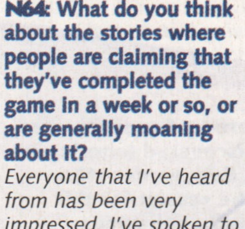
N64: So have you got your copy?
No. Not at all.

N64: Really? Putting the customer first, eh?
Well, we had to be fair about it. There are only two people in all of our stores who actually got a copy, and that's because they ordered one in advance.

N64: So have you got to play it yet?
No. But I'm looking forward to it a great deal. Swords and Sorcery stuff isn't really my thing, but Zelda's something special...

N64: So what would you say to Nintendo on the subject of the *Zelda* shortages?
Thanks for all your support over the difficult Christmas period...

N64: That's a bit sarcastic, isn't it?
Well, they've not ruined Christmas, but it's close. Actually, to be fair, they've been good over the past few days since they've started getting copies out to people – they've really tried to sort things out.



N64: What do you think about the stories where people are claiming that they've completed the game in a week or so, or are generally moaning about it?
Everyone that I've heard from has been very impressed. I've spoken to people that have played it loads, and basically they're raving about it. If only there were a few more copies around...

N64: We were speaking to a bloke at EB earlier who seemed a bit underwhelmed by it. Maybe a PlayStation man?
Tell him to get Final Fantasy VII *out, and see how they compare...*

Matt Hodge works in Electronics Boutique in Bath. Those who find any form of anti-Zelda sentiment distressing – however mild – should skip the following text...

N64: We've heard stories of distressed kids ruining game store carpets with "Argh! No *Zelda*!"– related tears. Have you witnessed such incidents yourselves?
Yes. We've had a number of distraught kids, and we're not happy with it. Basically, Nintendo let us down. The demand was so big... it was phenomenal, really. I couldn't believe it.

Matt
It's EB, by gum. And what a mess they keep it in. Mucky pups.

N64: Do you have a copy yourself?
No, I haven't. I played it, and it looked okay...

N64: Okay?! (Sound of journalist spluttering.) This is, officially, the Best Game Ever (™)...
Well, if that's the best that Nintendo can do, then...

"Basically, Nintendo let us down. The demand was so big... It was phenomenal really. I couldn't believe it."

N64: So we're talking hundreds of pre-ordered copies, then?
We took about 200 orders for it, and more are coming in. I think we've sold about 300 since its release.

N64: That's a bit of a miserable comment, isn't it?
Well, I've heard some good things about it from Nintendo owners who really like it, but we had someone who completed it in eight days...

Jamie
If the cap fits, wear it. And wear it with PRIDE. Suits you sir... (To fade.)

N64: Well, you could, just about, but you'd get about ten minutes' worth of sleep during that time...
(Laughs.) Yeah. I suppose so...

N64: What's your favourite thing about *Zelda*?
The intro's amazing. It's really understated, and very atmospheric.

N64: Would you say it's worth buying an N64 just for *Zelda*?
No. (Sound of chuckles from behind the EB counter.) You were probably better off speaking to James... (Sounds of laughter from the background. Matt, it transpires, is more of a PlayStation fan. Come the revolution, it's his sort that will be first against the wall. Still, all the more copies of Zelda for the rest of us...)

Jamie Hyde was visiting HMV with his dad when we popped over for a natter by the *Zelda* display unit. At first, we thought he might be trying to break into it while everyone was distracted by his Pa's most excellent hat. The truth, however, was heartening – wee Jamie had already procured a copy, presumably obtained through more honest means than we'd initially thought. But with *Zelda*, and the way things were during that first week, you never know...

N64: Have you got a copy of *Zelda*?
Yes.

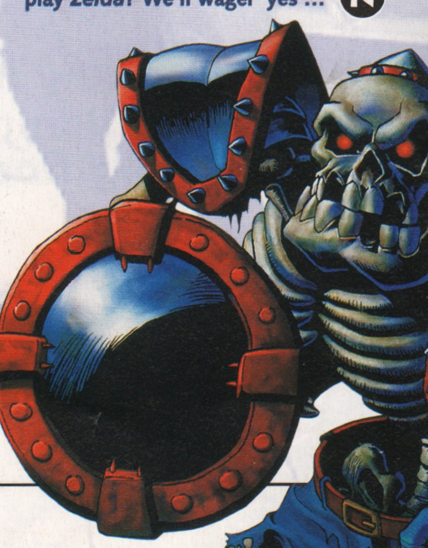
N64: Really? How long did you have to wait for it?
I didn't.

N64: How? What's your secret?
Well, I was on holiday when it was released. When I got back, the new copies had just arrived in the shops...

N64: So you didn't have to wait at all?
No – there was a cart there for me when I got back...

N64: Is it as good as you expected?
Yes. It's amazing.

N64: Can we have a go with your Dad's hat? Oh... he's gone. To play *Zelda*? We'll wager 'yes'...





Coming soon in... N64 MAGAZINE

(This time, almost certainly)

JET FORCE GEMINI



Ha! They put us off last month, but surely Rare can't withstand our investigative powers this time! Full investigation of the year's first blockbuster.

PLUS

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Out in the UK and loads of fun – we can forget the Japanese lessons now.

DUKE NUKEM TIME TO KILL

The Duke's back to kick some alien ass. That's what his mum told us, anyway.

NEXT MONTH IN planet GAME BOY





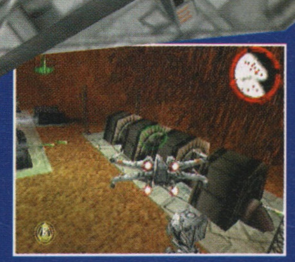
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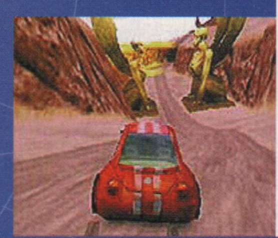
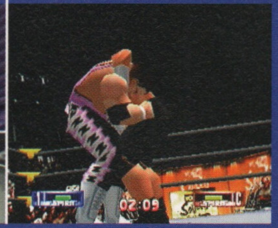
The Creative Director at Iguana US talks exclusively with N64 Magazine about *Turok 2*, gore, Iguana's plans for '99 and – incredibly – the first details on *Turok 3*.

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The page where – spelling mistakes permitted – anything can happen.

What if...

"Well, we've always wanted to a sequel to *Blast Corps*", says Tommy Squeaker, the man in charge of creating the follow up to Rare's game of mass destruction. "It's just that we wanted a new angle, a fresh approach, something different. After all, there're only so many times that an automated nuclear-device carrying transport can go AWOL, aren't there? Well, aren't there? Of course there are. It doesn't happen every day, you know. Twit."



△ Bloke Corr. A bit weedy, really.

◁ Rising from below, Drumming Corr attacks!

The sequel, then, will feature a new threat to the free world, in the shapely form of Irish troubadours The Corrs. "Ooooh, yes", remarks Squeaker, "But they won't be The Corrs that you and I know from such hits as 'So Young'. No, through a terrible accident involving nuclear waste, the band turn into rampaging, unstoppable, 100-foot high monsters. With great cheekbones." The gist of the game will involve clearing a path for The Corrs, as they head directly for the Blarney Stone, the mystical source of all their power. You'll be using a variety of special vehicles, many of which you'll recognise from the original game. "Oh yes, Backlash makes an appearance but, because it was so rubbish the first time round, we've turned it into a huge Soda Stream that squirts Guinness. As a kind of distraction device. Because The Corrs are, erm, Irish. See? And we've kept Thunderfist and J-Bomb, but upgraded them a bit, too.

Blast Corrs		
RARE		
UK	August	1
US release August		

Blast Corrs

corr blimey



△ Using her deadly Microphone o' Doom, Singing Corr wreaks havoc. Run!

◁ Violin Corr is the deadliest of the all-singing, all-dancing Irish foursome.

They're still huge robots, but now they look like the two ugly ones from B*Witched."

So why pick The Corrs to star in Rare's latest blockbuster? Squeaker continues; "Well, they're just so photogenic, aren't they? Except for that bloke that stands at the back, which is why we've included him only as a secret character. But anyway, we thought, well, that The Corrs.... well, they're really nice, aren't they? Really, really nice. Especially that one with the violin (sigh). And the thought of them being really big is... I, uh, oh dear, I'm dribbling, do excuse me."

Once the Corrs reach their destination, you'll have to fight then in an effort to restore them to their original size. "It's going to be a great showdown. You'll be able to leap in and out of all the vehicles in a bid to stop them. Although why you'd want to hurt them is beyond me. They're so lovely, aren't they? If anyone so much as bruised their creamy white skin, I'd... oh. Oh dear. I think I've said enough."

Blast Corrs will be out in August.

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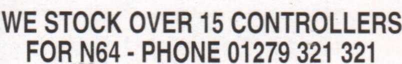
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168 High Street, EGHAM, SURREY. Near Windsor and Staines. Just 1 mile off junction 13 on the M25. **01784 473444**

The Maltings, Station Road, SAWBRIDGEWORTH, HERTS. Not far from the M11, over the road from the train station. **01279 322 399**

N64 MAGAZINE
26 MARCH 1999

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VIRTUAL POOL
BATTLETANX
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FOX COLLEGE HOOPS
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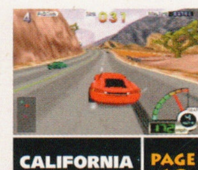
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